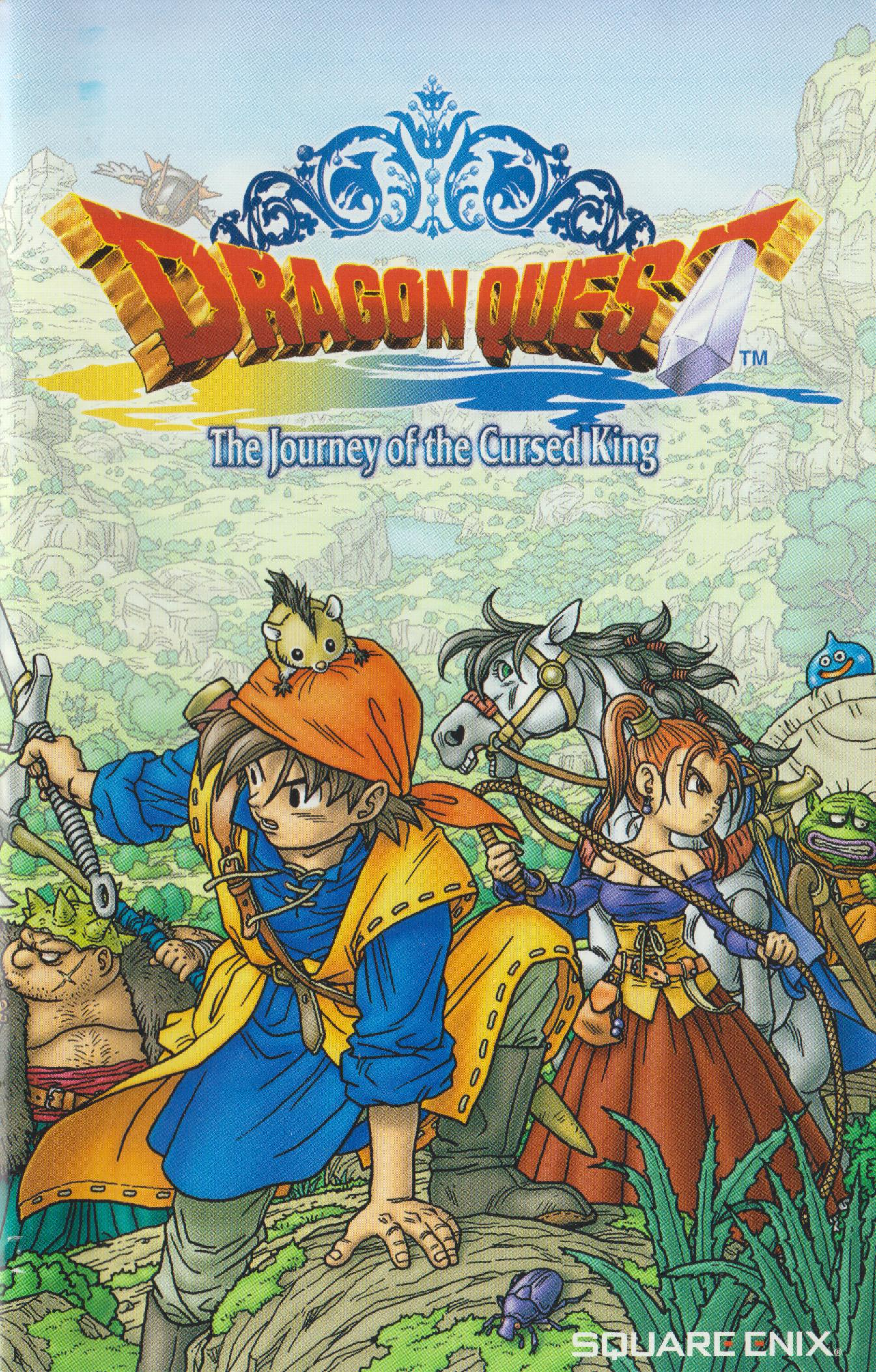
DRAGON QUEST™

The Journey of the Cursed King



SQUARE ENIX

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

SLES-53974/ANZ

1 Player • Memory Card (8MB) (for PlayStation®2) : 178KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Thank you for purchasing DRAGON QUEST™ – The Journey of the Cursed King™. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start playing.

DRAGON QUEST™

The Journey of the Cursed King

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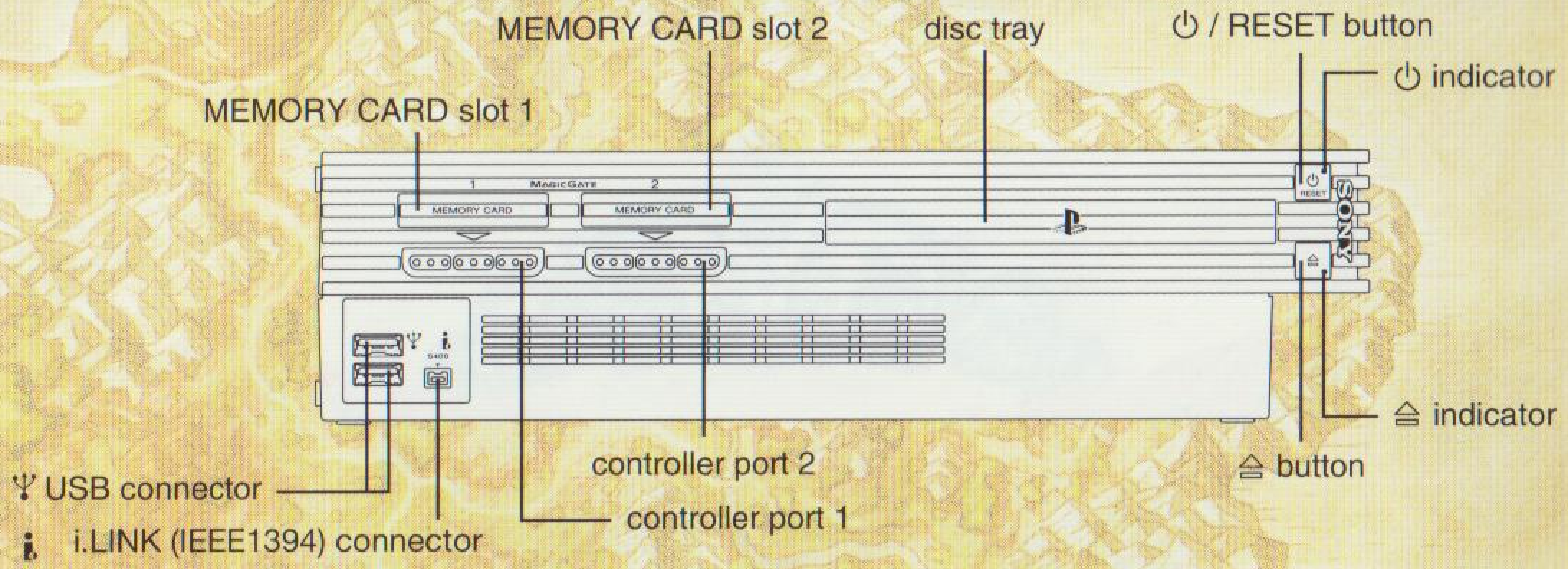
GETTING STARTED



Please note, illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, please refer to the setup instructions provided with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. BEFORE you switch your console on, connect a controller to controller port 1, and other accessories as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Now turn the console ON at the MAIN POWER switch and press the ⏻/RESET button. When the ⏻ indicator lights up green, press the ⏏ button and the disc tray will open. Place the DRAGON QUEST™ - The Journey of the Cursed King™ disc in the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Finally, press the ⏻/RESET button again before commencing play.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

Memory card (8MB) (for PlayStation®2)

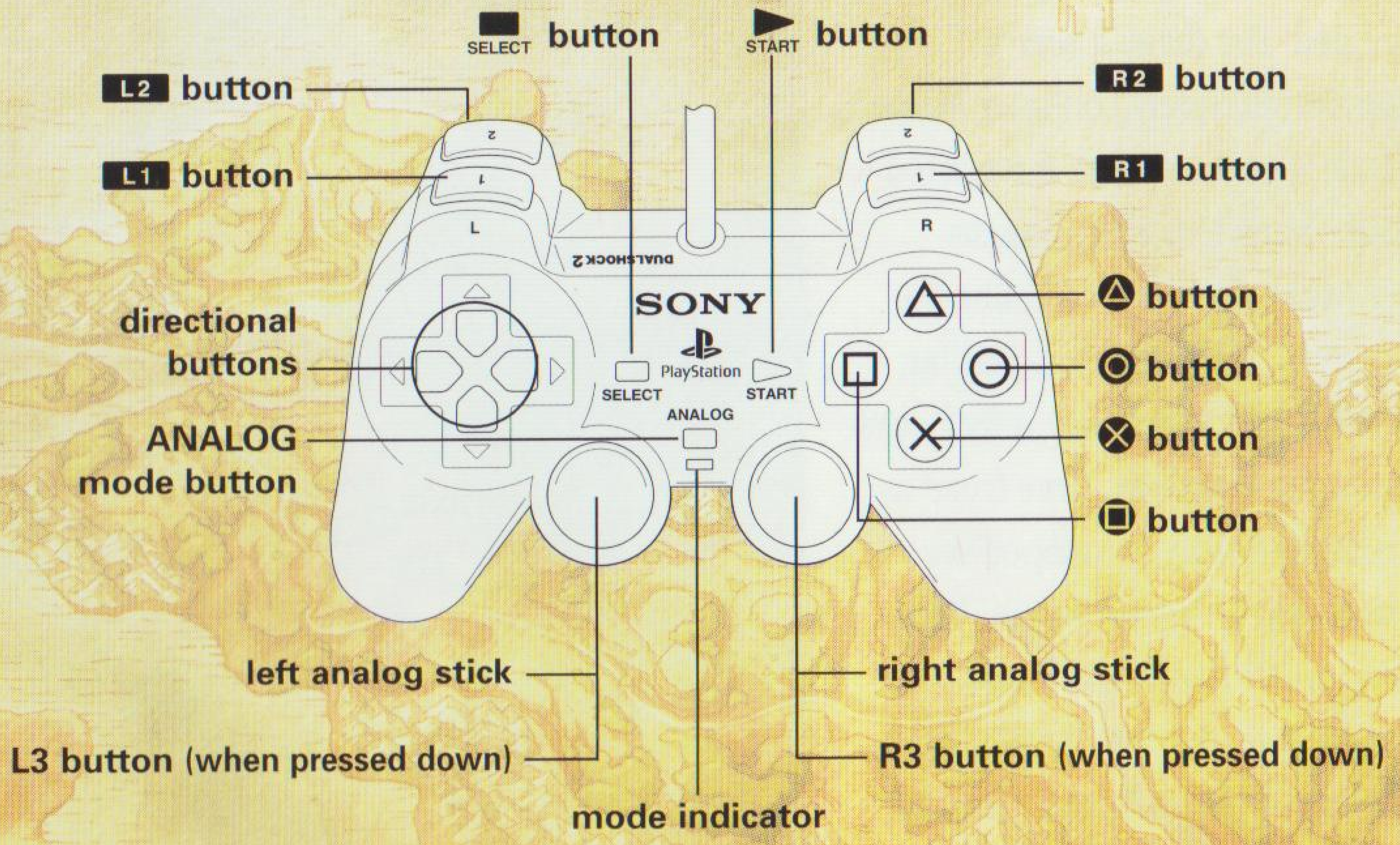
PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the memory card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

In order to save a DRAGON QUEST – The Journey of the Cursed King adventure log, you will need at least 178KB of free space available on your memory card (8MB) (for PlayStation®2). You can save up to 30 adventure logs on one Memory Card.

DRAGON QUEST™: The Journey of the Cursed King™ is a one to two player game compatible with the Analog Controller (DUALSHOCK®2) and Analog Controller (DUALSHOCK®). Connect the controllers to controller ports 1 and 2 for up to two players respectively.

BASIC CONTROLS

Analog Controller (Dualshock®2)

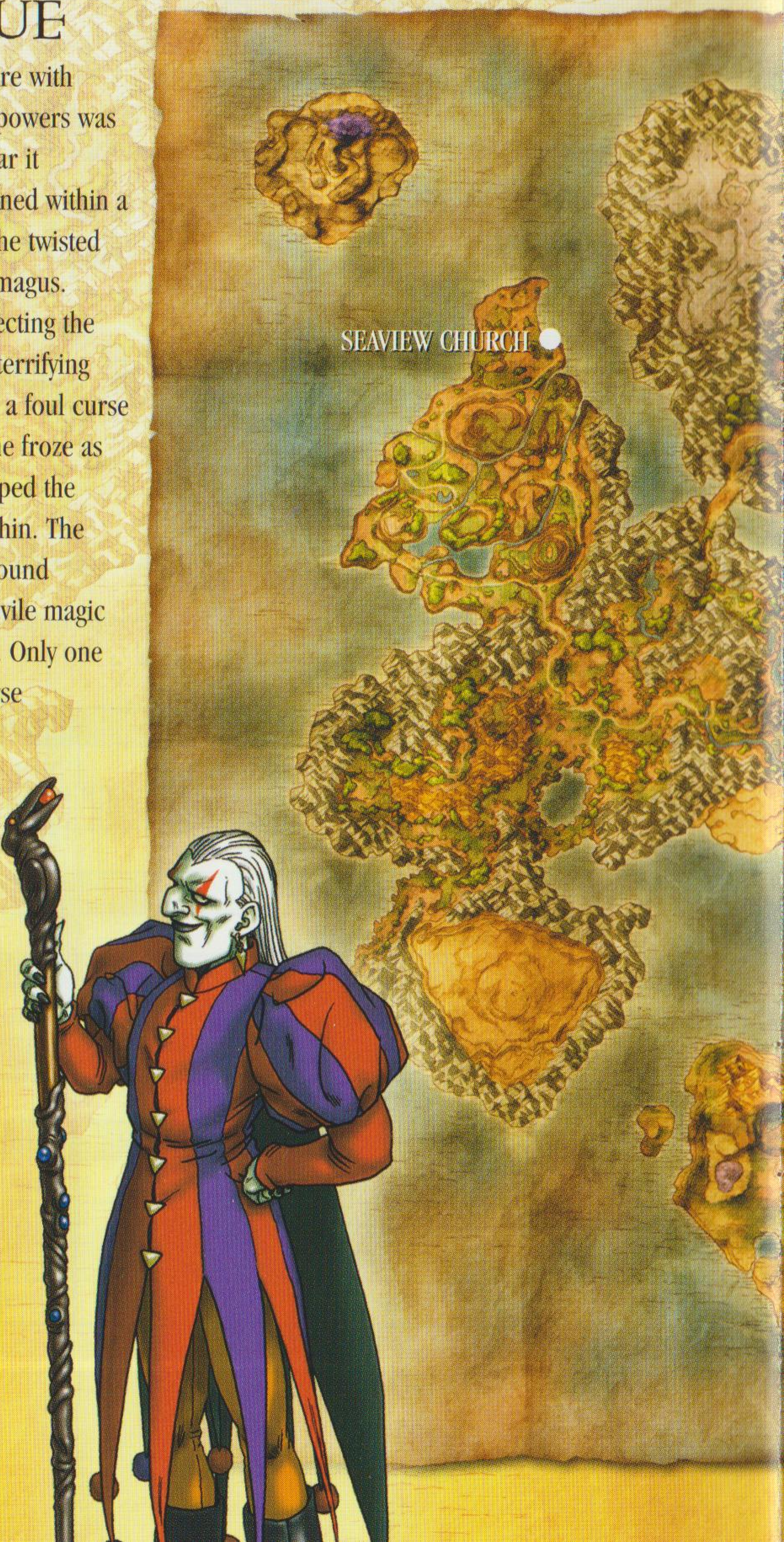

SELECT button
START button
L2 button
L1 button
R2 button
R1 button
△ button
○ button
✕ button
□ button
directional buttons
ANALOG mode button
left analog stick
L3 button (when pressed down)
right analog stick
R3 button (when pressed down)
mode indicator
SONY
PlayStation
SELECT
START
ANALOG
DUALSHOCK 2
L
R

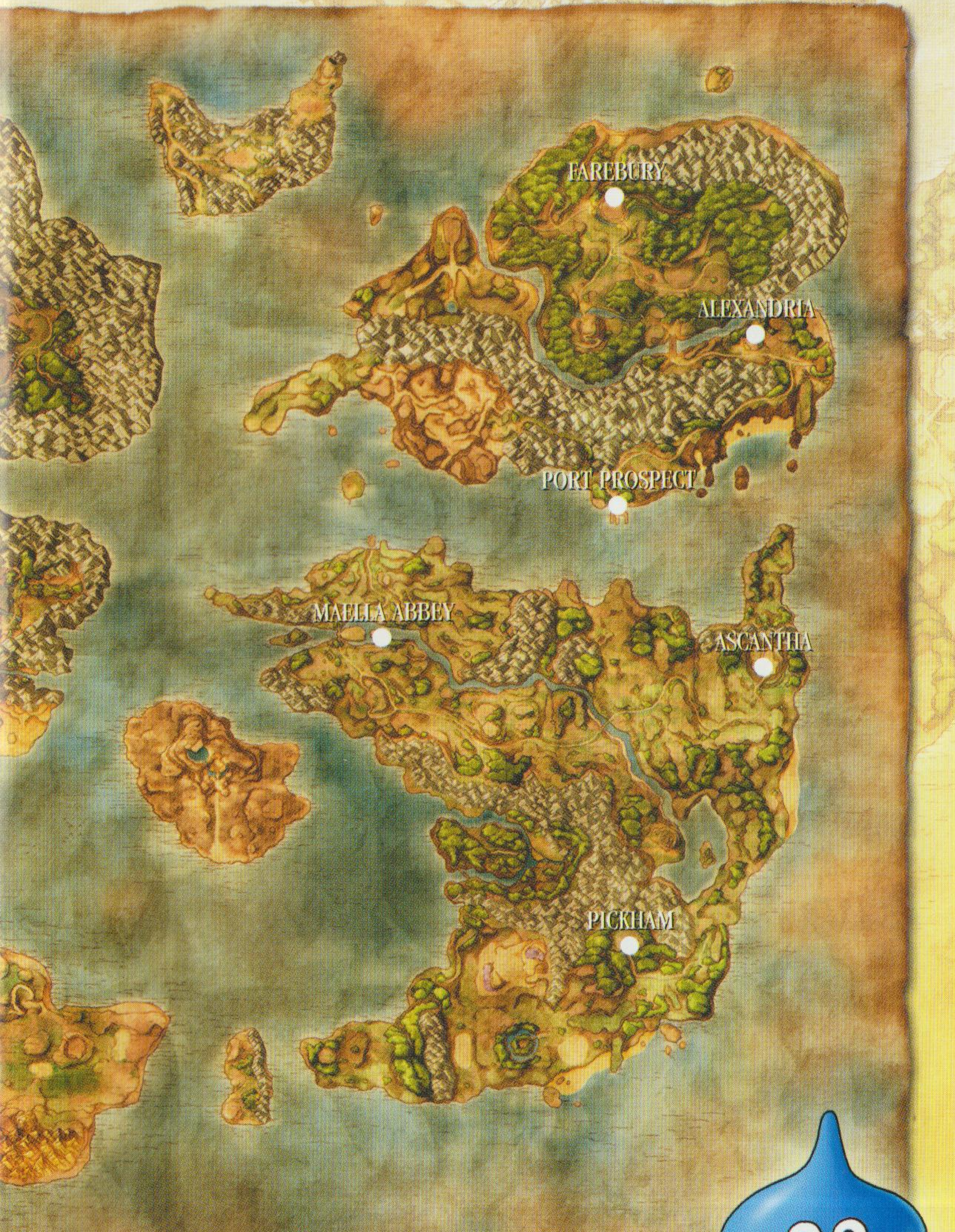
BUTTON	FIELD	BATTLE & MENU
Directional buttons	Walk (Run with the △ button)	Move cursor
Left analog stick	Run	Move cursor
Right analog stick	Rotate view up, down, left, or right	---
SELECT button	Display battle records	Cancel
START button	Confer with party	---
L1 button	Rotate view left	Move one tab left (Menu only)
L2 button	Align view behind party leader	Cancel
R1 button	Rotate view right	Move one tab right (Menu only)
R2 button	Toggle first-person view	---
✕ button	Confirm/Action (Talk, lift, climb, open)	Confirm
○ button	Display menu	Confirm
△ button	Hold down to run whilst pressing the directional buttons	Cancel/Return
□ button	View map	Cancel/Close all windows

PROLOGUE

Long, long ago, a sceptre with extraordinary magical powers was created. For many a year it slumbered, safely confined within a castle. But then came the twisted jester known as Dhoulmagus. He broke the seal protecting the sceptre, awakening its terrifying powers and unleashing a foul curse upon the kingdom. Time froze as enchanted vines enveloped the castle and everyone within. The king and the princess found themselves changed by vile magic into strange new forms. Only one person escaped the curse unscathed: you!

So begins your quest to restore the stricken kingdom and rescue its hapless inhabitants!




FAREBURY
ALEXANDRIA
PORT PROSPECT
MAELLA ABBEY
ASCANTHA
PICKHAM

THE CHARACTERS

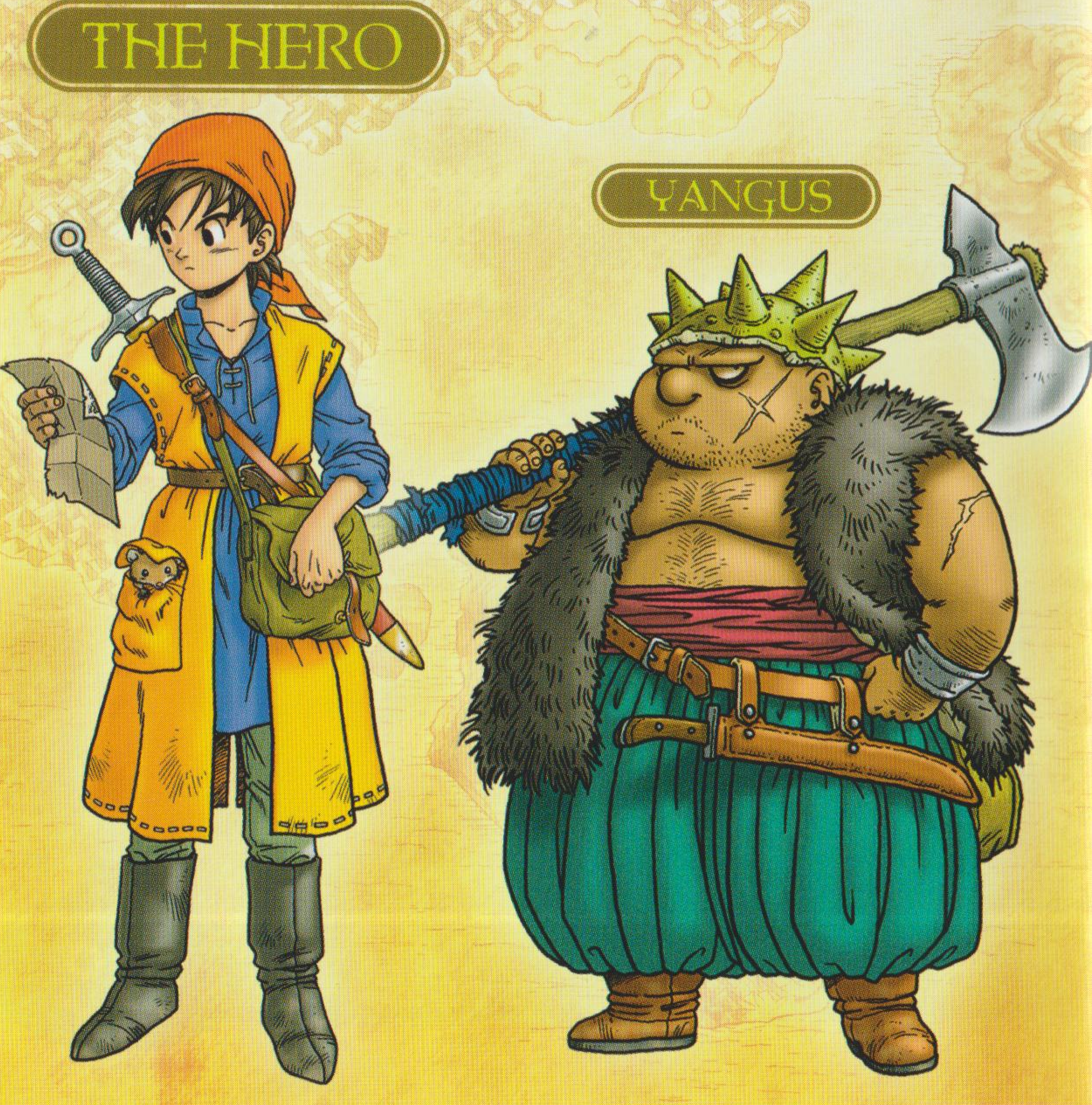
The hero of this tale is none other than yourself! And as your adventure unfolds, a number of interesting characters will join you.

THE HERO (YOU)

A royal guard who was forced to leave his kingdom when a curse was placed upon it. Thanks to his training as a royal guard, he is proficient with swords, spears, and boomerangs.

YANGUS

A former bandit with a rather strange accent. An unexpected turn of events brought you together, and now Yangus treats you as his trusted "guv". He is a brawny man who favours axes, clubs, and scythes in combat.



JESSICA

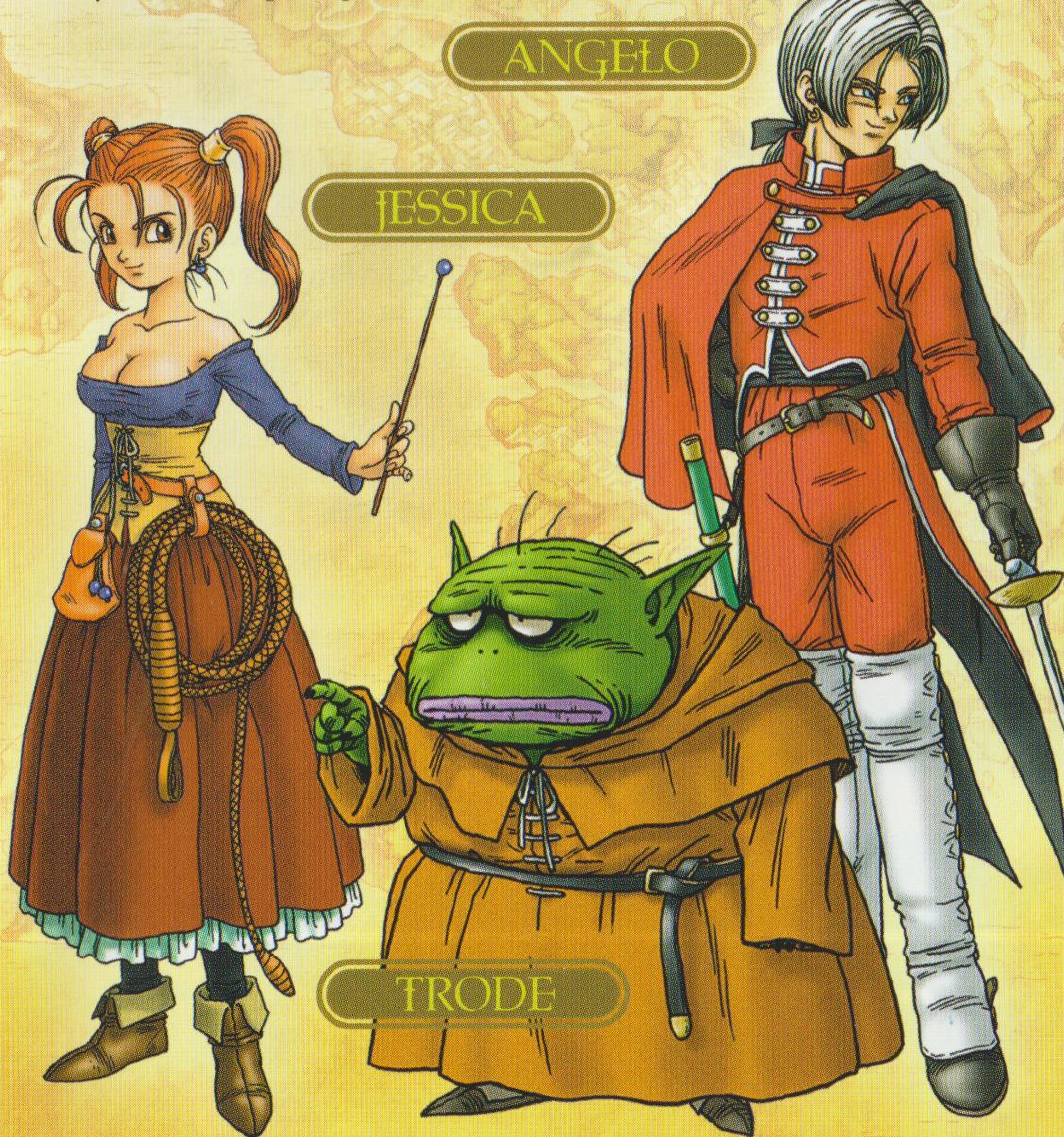
The only daughter of an aristocratic family from a small village. Something of a tomboy, she is constantly arguing with her mother but is respected by her fellow villagers. She is a budding sorceress who is adept not only at casting combat spells, but also at wielding short blades, whips, and staves.

ANGELO

A Templar knight who has sworn an oath to protect his abbey. He seems to be far more dedicated to gambling and beautiful women than to the church though, so he isn't very popular with his fellow Templars. Still, he is quite competent with swords, bows, and staves and is capable of casting a variety of recovery spells.

TRODE

Your odd-looking travelling companion. Despite his outward appearance, he speaks with a royal tone befitting a king.



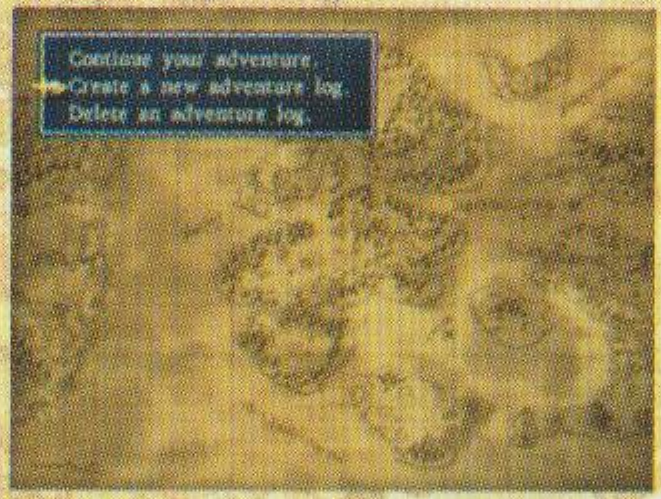
STARTING AND FINISHING YOUR ADVENTURE

You are the hero of this epic tale, and your journey is only just beginning! Even the most dedicated adventurer needs an occasional break from the excitement, however. That's why it's a good idea to create an adventure log to save a record of your travels.

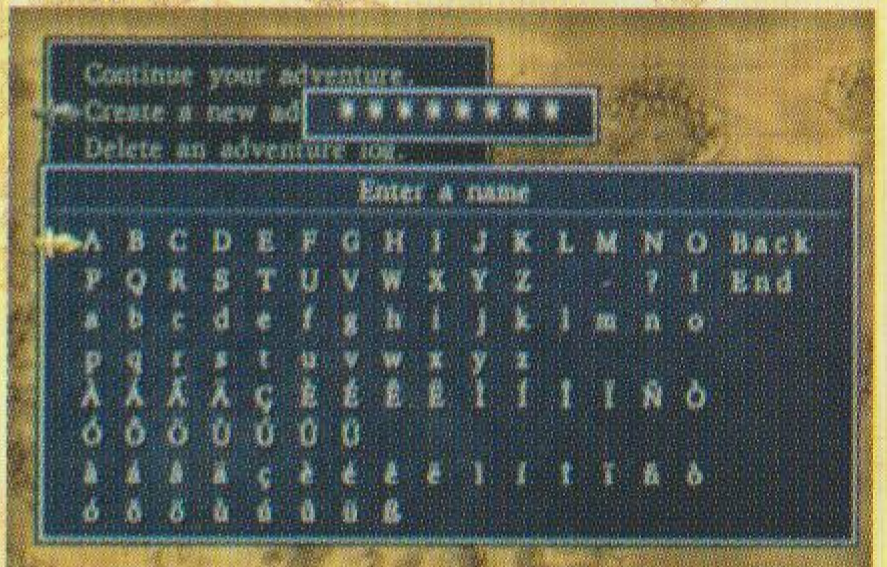
STARTING YOUR ADVENTURE

An adventure log is a record of the progress that you and your party have made on your journey. It's a very important way to keep track of all the things that have happened to you.

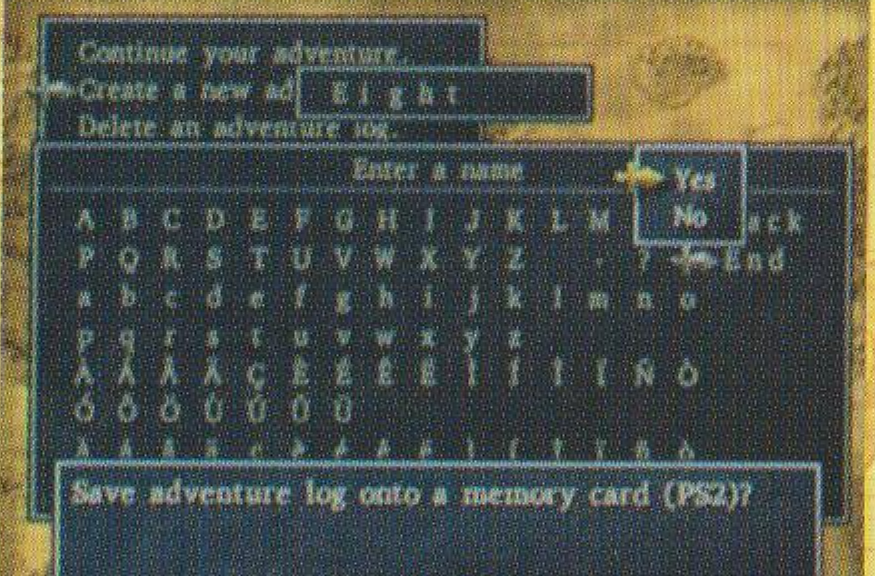
CREATING AN ADVENTURE LOG AND STARTING A NEW GAME


Continue your adventure.
Create a new adventure log.
Delete an adventure log.

1) First, insert a Memory Card into your PlayStation®2 console in MEMORY CARD slot 1 or 2. When the game starts and the adventure log menu appears on the screen, select "Create a new adventure log" from the list of options.


Continue your adventure.
Create a new ad
****
Delete an adventure log.
Enter a name
A B C D E F G H I J K L M N O Back
P Q R S T U V W X Y Z - ? ! End
a b c d e f g h i j k l m n o
p q r s t u v w x y z

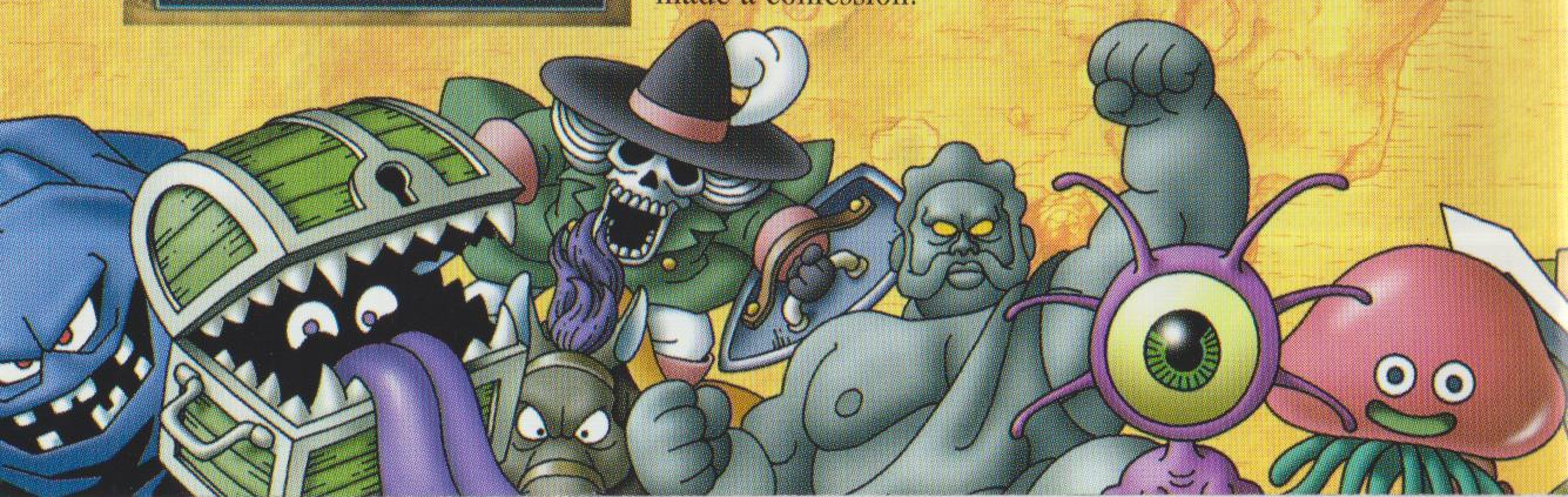
2) You can give yourself a name of 8 letters or less. Use the directional buttons or the left analog stick to move the cursor around, and press the ⊗ button to select a letter. Select "Back" or press the △ button to delete the last letter you entered. Once you've finished entering your name, select "End".


Continue your adventure.
Create a new ad
Eight
Delete an adventure log.
Enter a name
Yes
No
End

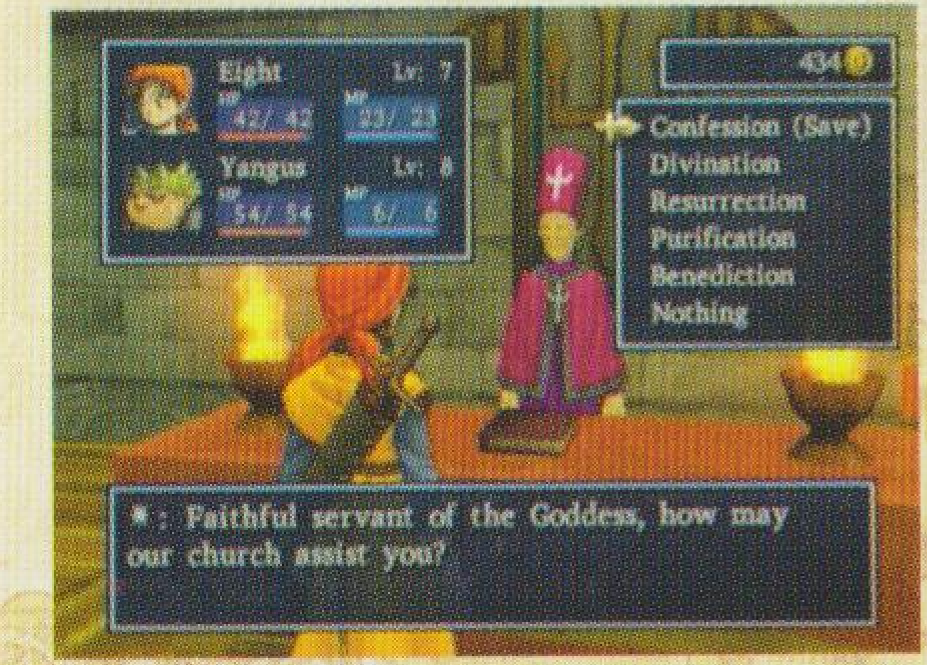
Save adventure log onto a memory card (PS2)?

3) You'll be asked if you want to save the adventure log you've just created. If you pick "Yes", you'll need to choose which MEMORY CARD slot to save it to, and which location to save it in. Once you've saved your data, your adventure can begin!

When you want to take a break from adventuring and return to your real life, make sure you visit a church to "confess" and have your progress recorded in an adventure log. If you don't, the next time you play the game you'll have to start from the point that you last made a confession.

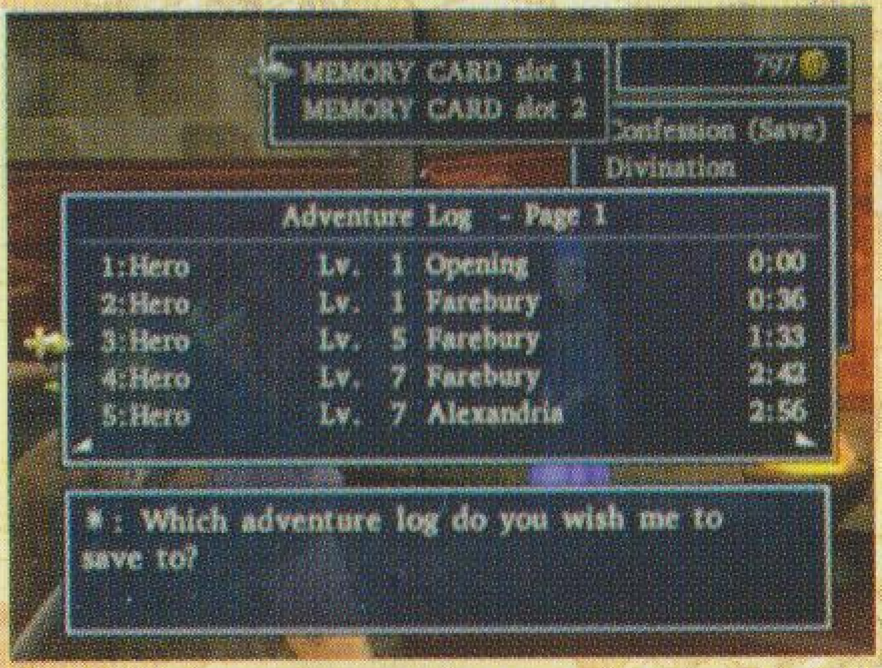


VISIT CHURCHES TO UPDATE YOUR ADVENTURE LOG


Eight
Lv: 7
HP 42/ 42
MP 23/ 23
Yangus
Lv: 8
HP 54/ 54
MP 6/ 6
434
Confession (Save)
Divination
Resurrection
Purification
Benediction
Nothing

*: Faithful servant of the Goddess, how may our church assist you?

1) When you enter a church and talk to a priest or nun there, you can choose to make a "Confession (Save)" of everything that has happened to you on your travels. He or she will record your confession in an adventure log.

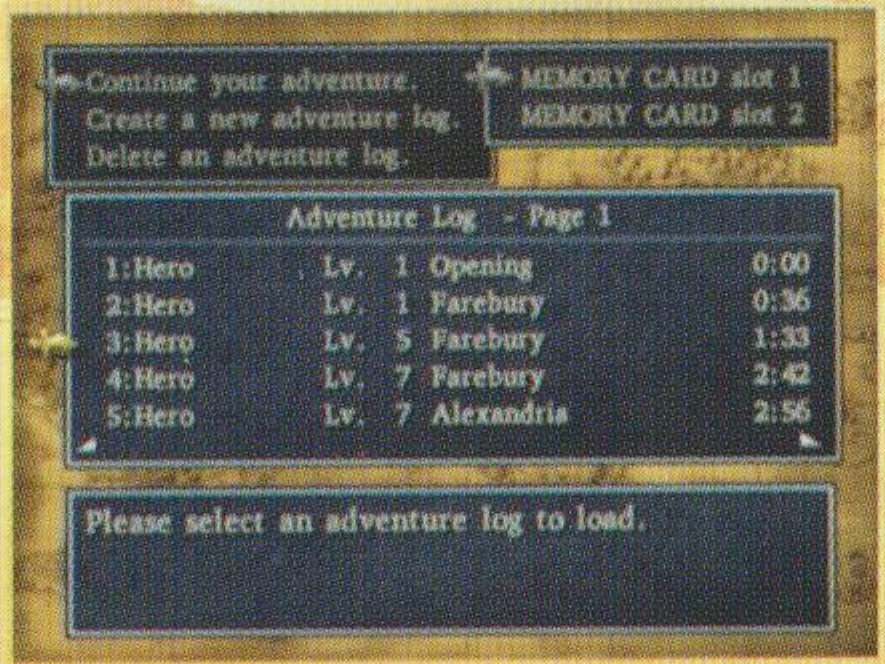

MEMORY CARD slot 1
MEMORY CARD slot 2
797
Confession (Save)
Divination

```
Adventure Log  - Page 1
1:Hero        Lv.  1 Opening          0:00
2:Hero        Lv.  1 Farebury         0:36
3:Hero        Lv.  5 Farebury         1:33
4:Hero        Lv.  7 Farebury         2:42
5:Hero        Lv.  7 Alexandria       2:56
```

*: Which adventure log do you wish me to save to?

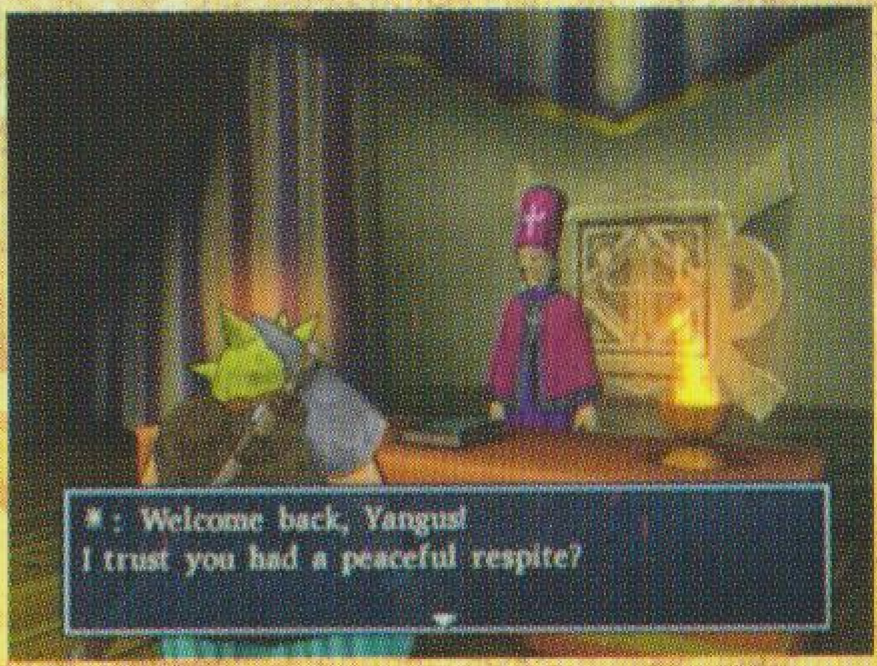
2) During your confession, choose a MEMORY CARD slot, and then select which adventure log you want to update. If you choose an existing adventure log, you'll be asked if it's okay to overwrite it. Be careful! If you say "Yes", the old adventure log will be erased and replaced by the new data.

RESUMING YOUR ADVENTURE


Continue your adventure.
Create a new adventure log.
Delete an adventure log.
MEMORY CARD slot 1
MEMORY CARD slot 2

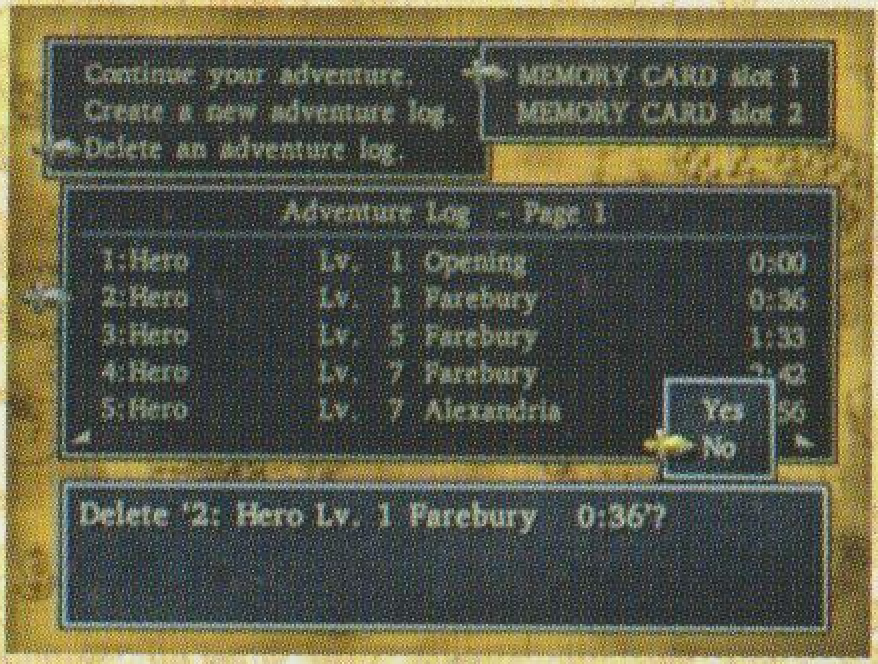
```
Adventure Log  - Page 1
1:Hero        Lv.  1 Opening          0:00
2:Hero        Lv.  1 Farebury         0:36
3:Hero        Lv.  5 Farebury         1:33
4:Hero        Lv.  7 Farebury         2:42
5:Hero        Lv.  7 Alexandria       2:56
```

Please select an adventure log to load.



*: Welcome back, Yangus!
I trust you had a peaceful respite?

Choose "Continue your adventure" from the adventure log menu, and then select which adventure log you want to start playing from. Everything will be exactly as it was when you made your confession.



```
Continue your adventure.     MEMORY CARD slot 1
Create a new adventure log.  MEMORY CARD slot 2
Delete an adventure log.

Adventure Log  - Page 1
1:Hero      Lv.  1 Opening          0:00
2:Hero      Lv.  1 Farebury         0:36
3:Hero      Lv.  5 Farebury         1:33
4:Hero      Lv.  7 Farebury          42
5:Hero      Lv.  7 Alexandria   Yes  56
                                No

Delete '2: Hero Lv. 1 Farebury   0:36'?
```

ERASING AN ADVENTURE LOG

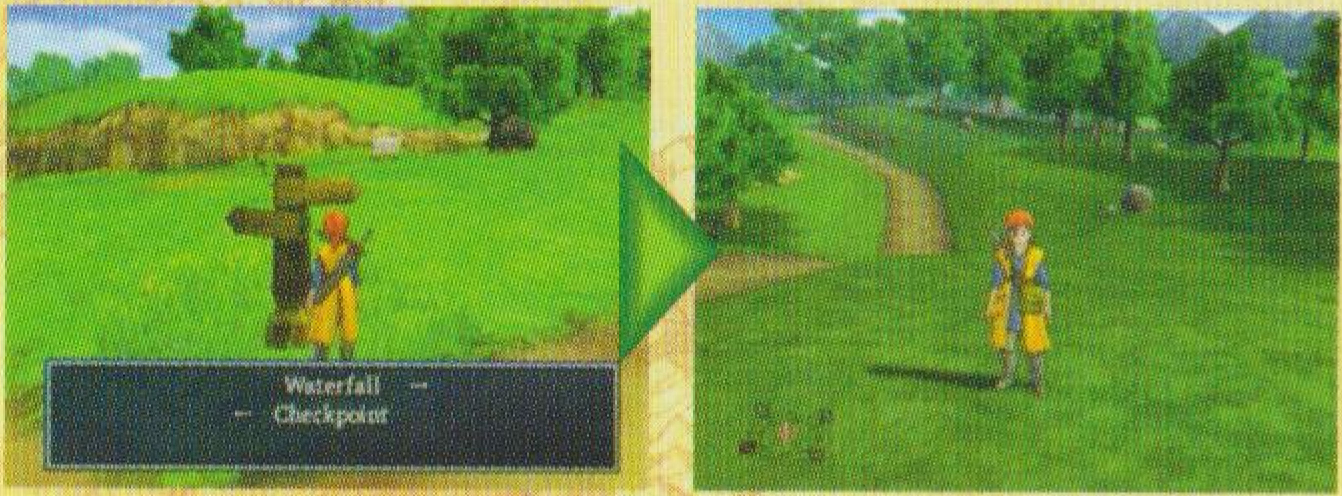
Choose "Delete an adventure log" from the adventure log menu, and then select which adventure log you'd like to erase. Remember that once you've erased an adventure log, it's gone for good, so don't delete anything important!

LET'S EXPLORE!

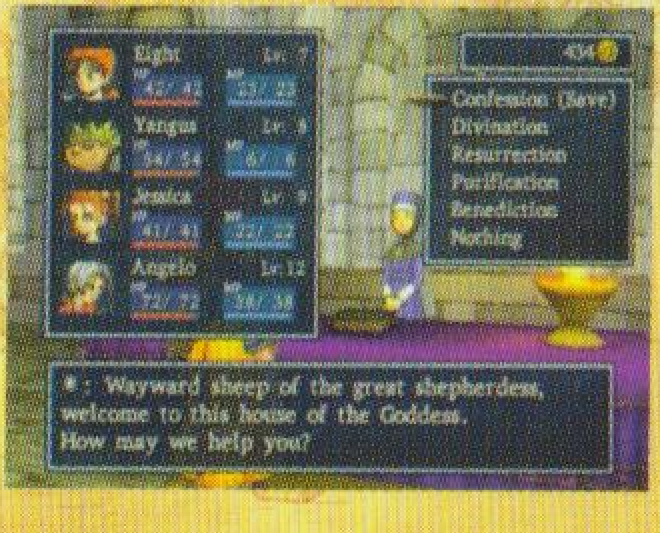
There's a whole wide world waiting out there, and you can go wherever you like! Here are a few tips to help get you started on your journey.

GETTING THE MOST OUT OF YOUR ADVENTURE

You can explore wherever you want, but it's generally a good idea to have an objective in mind so that you don't end up getting lost. Sticking to the paths is advisable until you've got a feel for where you are. Climbing up to high places for a view from time to time is another good tip, as you just might spot buildings or even entire towns that you didn't realise were there.



Check signposts to make sure you're headed in the right direction. Try using the L1 button, R1 button and the right analog stick when you want to survey your surroundings.



Confession (Save)
Divination
Resurrection
Purification
Benediction
Nothing

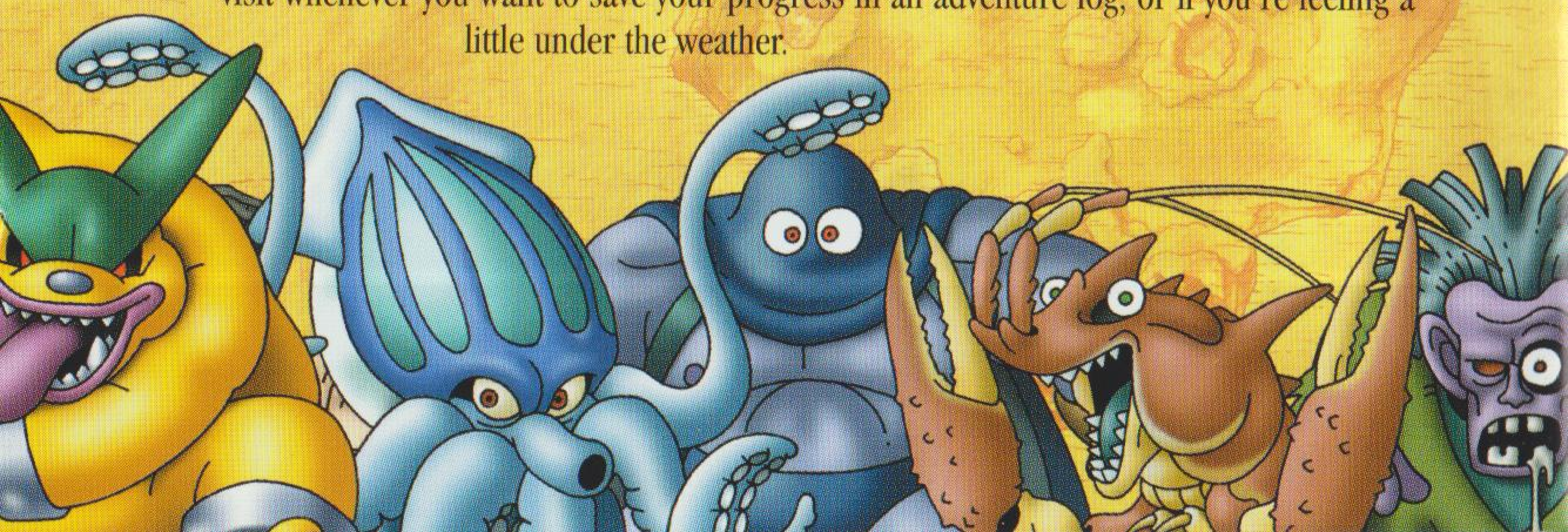
*: Wayward sheep of the great shepherdess, welcome to this house of the Goddess. How may we help you?

USEFUL ESTABLISHMENTS FOUND IN TOWNS

There are plenty of places to visit that can be a great help on your travels. Be sure to drop in on them whenever you arrive in a new town.

CHURCHES

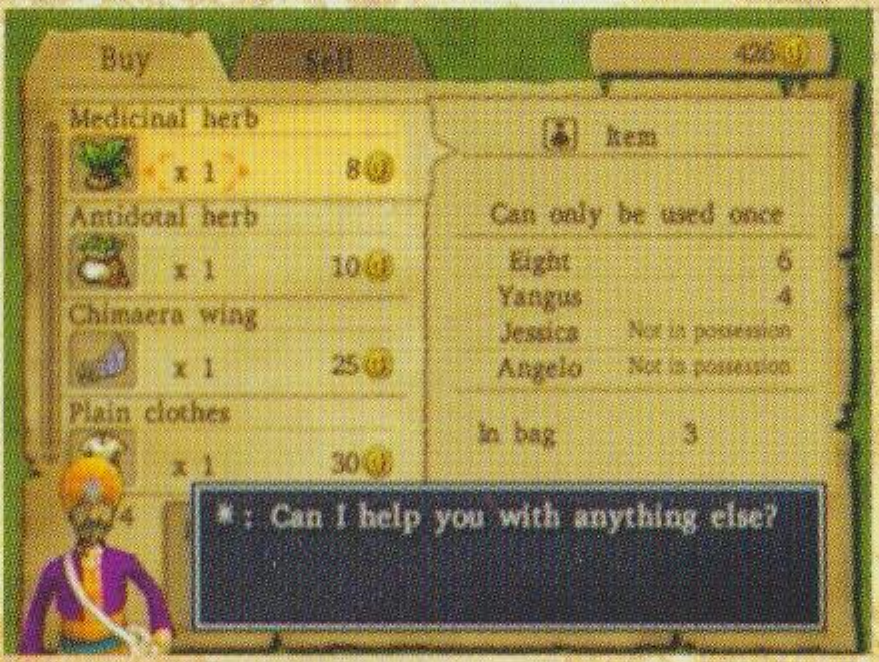
The priests and nuns serving in the world's churches can assist you in many ways. Pay them a visit whenever you want to save your progress in an adventure log, or if you're feeling a little under the weather.



HOW THE CHURCH CAN HELP YOU

- Confession (Save): Record details of your progress in an adventure log. (For more information about adventure logs, please refer to the STARTING AND FINISHING YOUR ADVENTURE section.)
- Divination: Discover how many experience points (Exp) each party member needs in order to reach the next level.
- Resurrection*: Bring a party member back to life.
- Purification*: Cure poisoning.
- Benediction*: Remove a cursed item that cannot otherwise be removed.

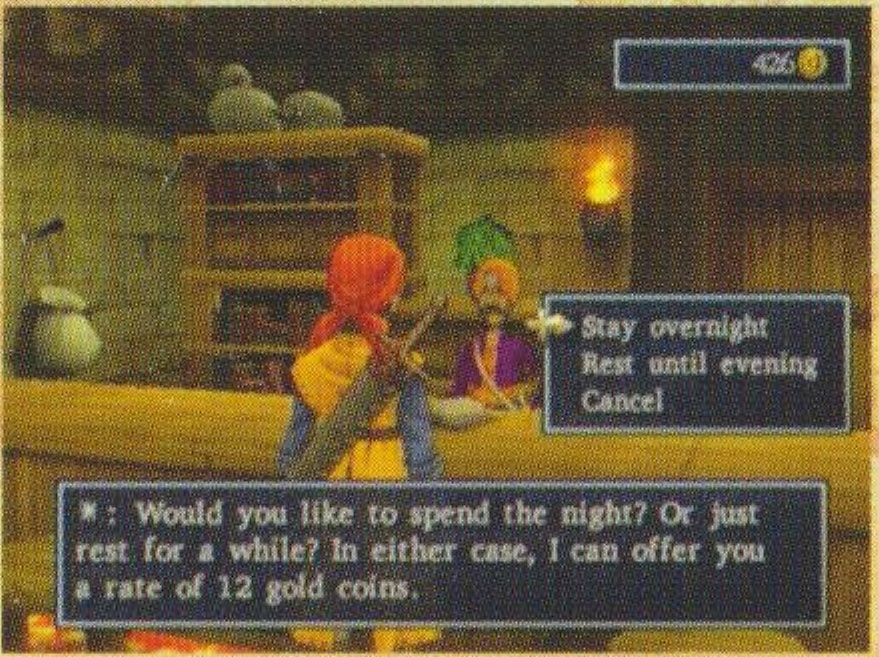
* These services require a donation.


Buy
Sell
426
Medicinal herb
x 1
8
Antidotal herb
x 1
10
Chimaera wing
x 1
25
Plain clothes
x 1
30
Item
Can only be used once
Eight
6
Yangus
4
Jessica
Not in possession
Angelo
Not in possession
In bag
3

*: Can I help you with anything else?

WEAPON, ARMOUR AND ITEM SHOPS

You can buy all sorts of different things at the various shops in town, so make sure you're properly equipped whenever you set off on your travels. Use the right and left directional buttons to adjust the number of items you want to buy.


426
Stay overnight
Rest until evening
Cancel

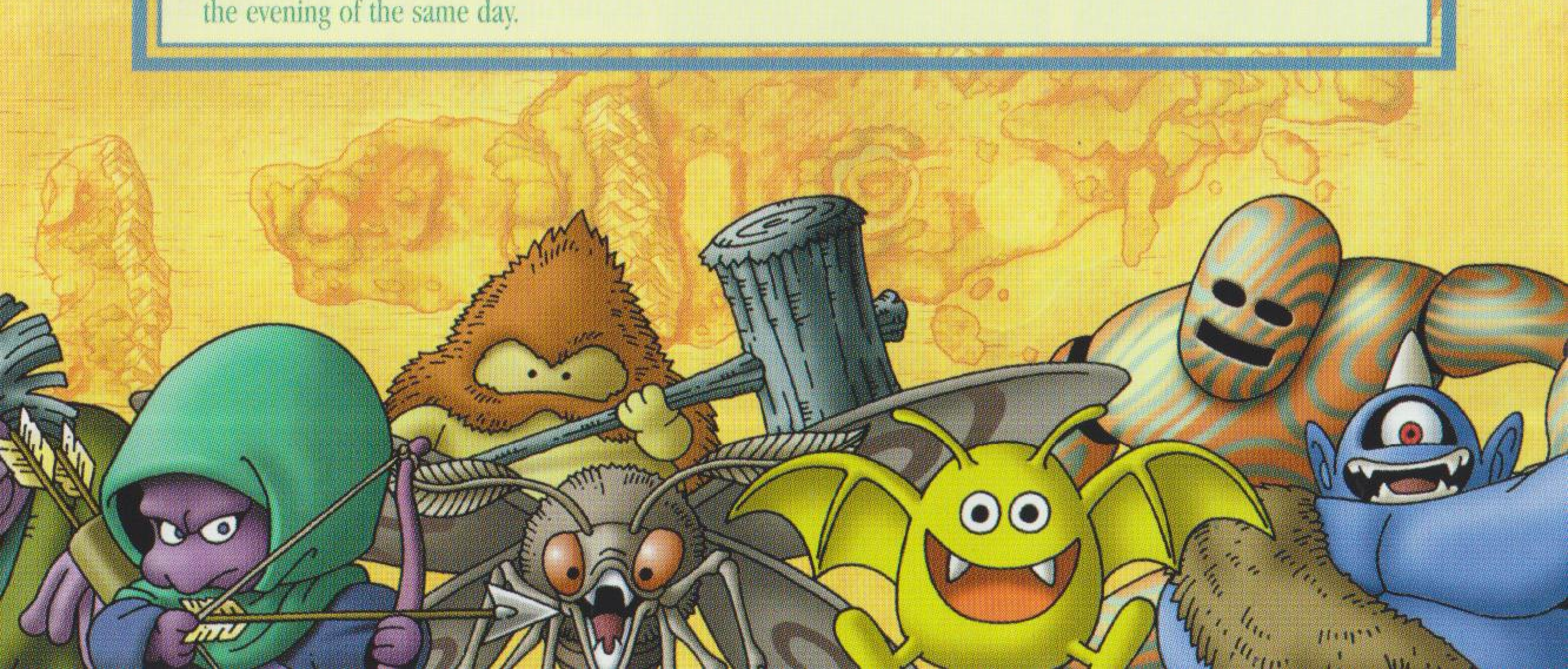
*: Would you like to spend the night? Or just rest for a while? In either case, I can offer you a rate of 12 gold coins.

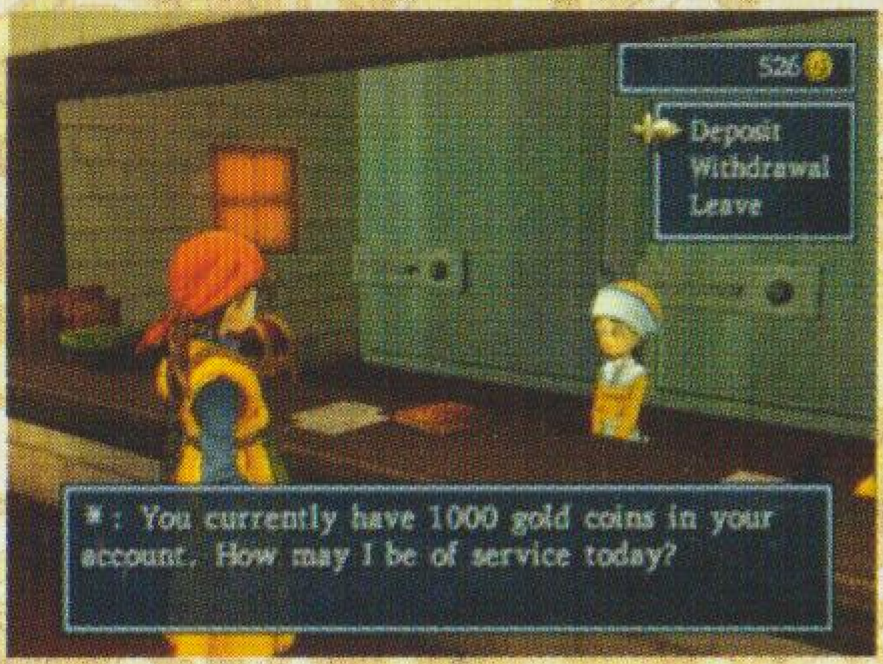
INNS

Staying at an inn will restore the party's HP and MP. The rate varies from town to town and also depends on the number of party members who are staying. You'll be given the choice of either spending the night or resting until evening.

THE INS AND OUTS OF INNS

- Stay overnight: Staying overnight will fully restore the party's HP and MP, and you'll wake up the following morning.
- Rest until evening: Resting until evening will fully restore the party's HP and MP, and you'll wake up on the evening of the same day.





*: You currently have 1000 gold coins in your account. How may I be of service today?

BANKS

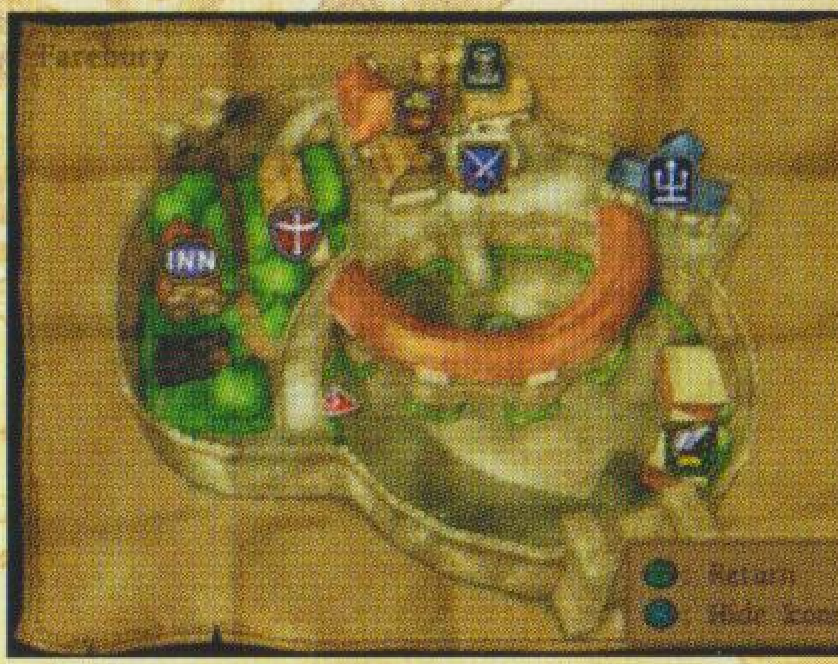
At banks, you can save your money (gold coins) in multiples of 1000G. You can withdraw money from your account at any bank, whenever you want. If the party is wiped out, you'll lose half the coins you're carrying, but money in the bank will remain untouched. So it's a good idea to use the bank to save any money you won't need right away.

USE THE MAP TO CHECK YOUR LOCATION

Press the □ button to view the map and check where you are. Press the △ button to put the map away.

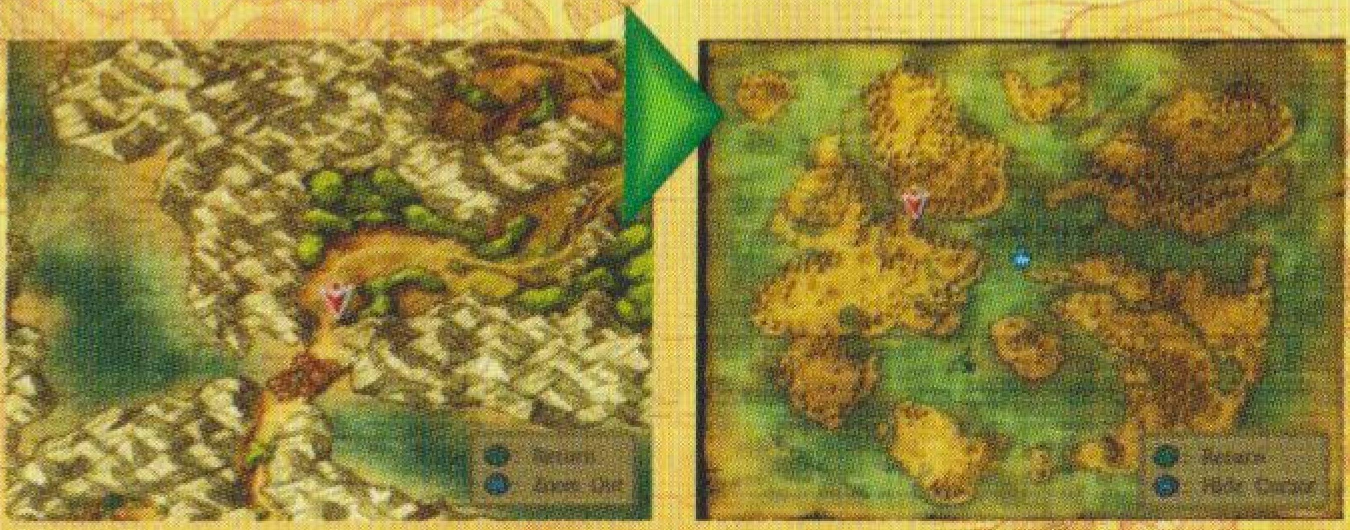
TOWN MAPS

Whenever you're in town, you can check the map to figure out the lay of the land. Press the ⊗ button to toggle the key symbols on and off so you can get a clear view of what's where.

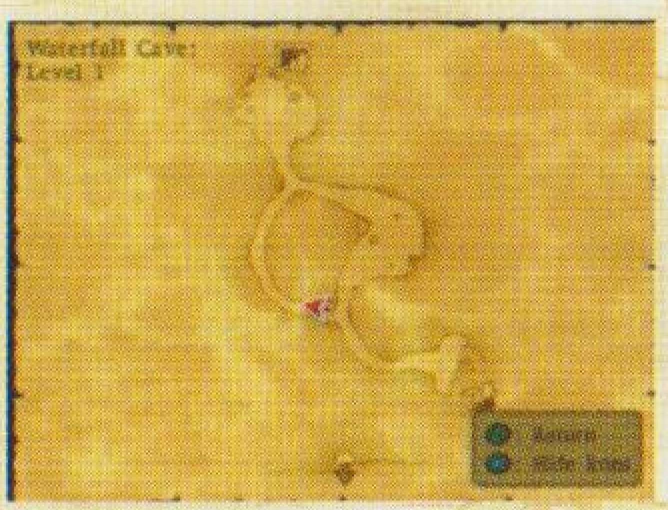


Weapon Shop	Armour Shop	Item Shop	INN Inn
Church	Bank	Pub	Well

WORLD MAP



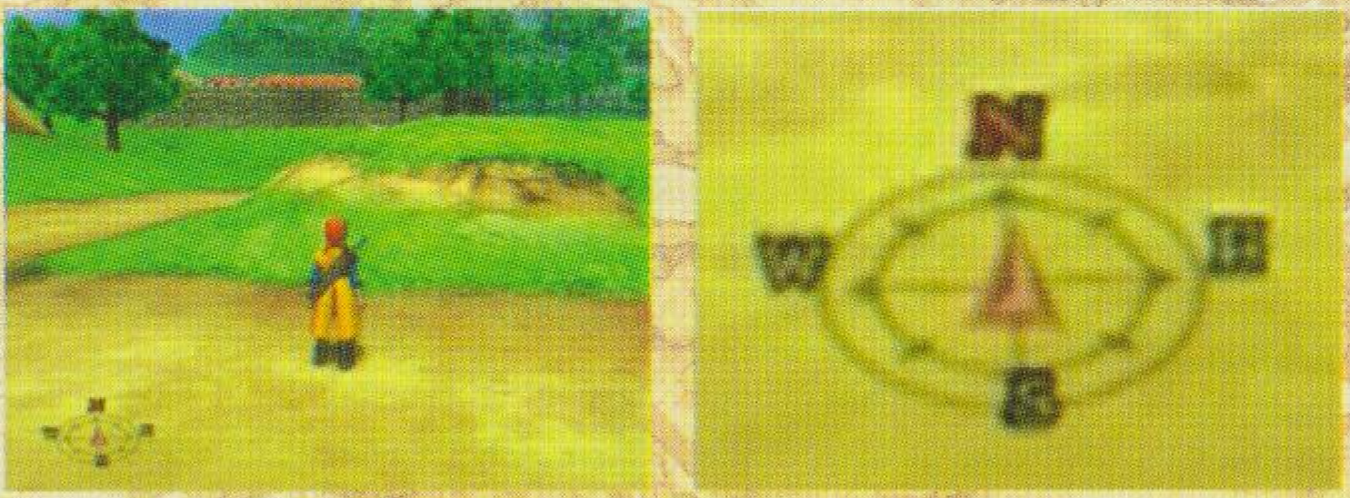
If you manage to obtain a map of the world on your travels, you'll be able to check your location when you're exploring in the wild. When the map screen is displayed, press ⊗ to zoom out, hide the cursor, and then zoom back in again.



DUNGEON MAPS

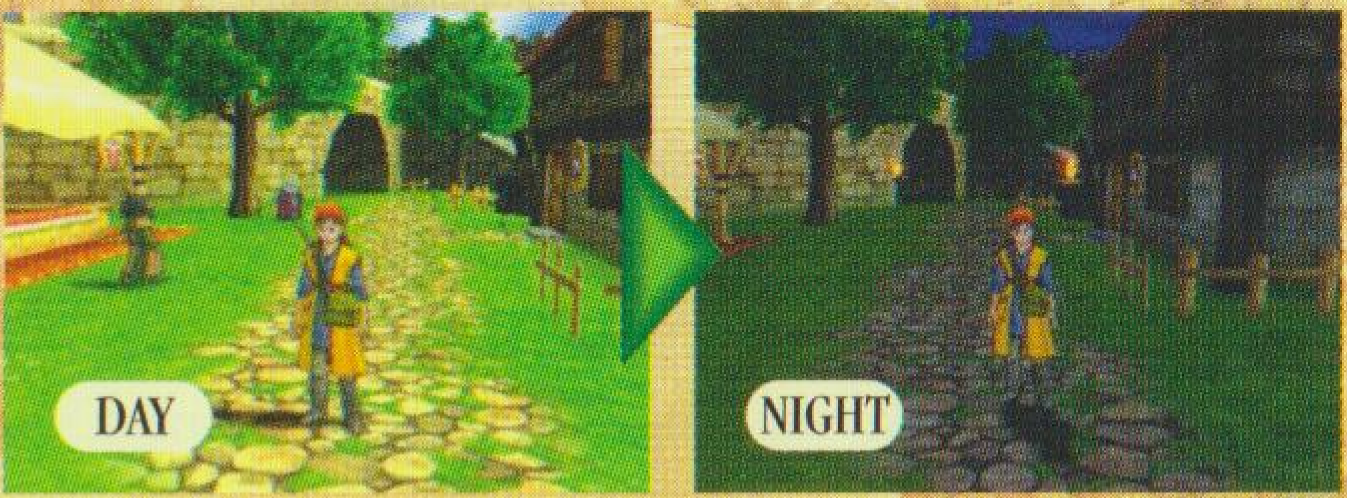
When you're in caves, towers, and certain other places like dungeons, you can check what floor you're on by looking at a map of the area. But you'll have to find it first!

USE THE COMPASS TO CHECK YOUR DIRECTION



It can be easy to lose your bearings after fighting monsters or spinning around to change the viewpoint. If this happens, don't worry! Just check the compass at the bottom left corner of the screen to figure out which way you're going. There are some places such as towns, however, where the compass won't be displayed.

DIFFERENCES BETWEEN DAY AND NIGHT



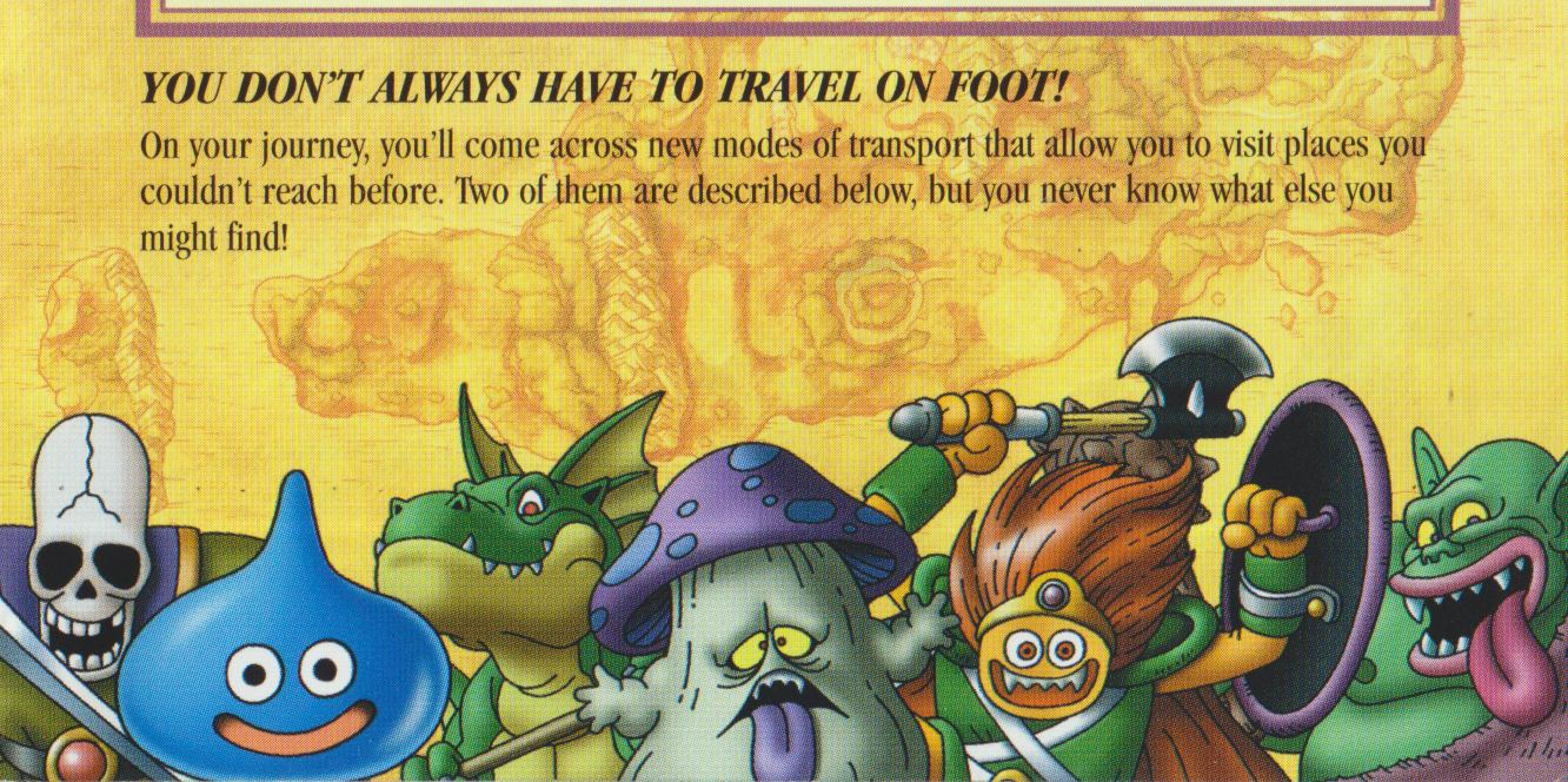
As time passes, you'll notice that your surroundings and people's behaviour change. Who knows what you might find if you return to the same place at another time of day?

SO WHAT'S SPECIAL ABOUT NIGHT-TIME?

• People often have different things to say at night • Shops aren't always open • You encounter fiercer monsters than during the day.

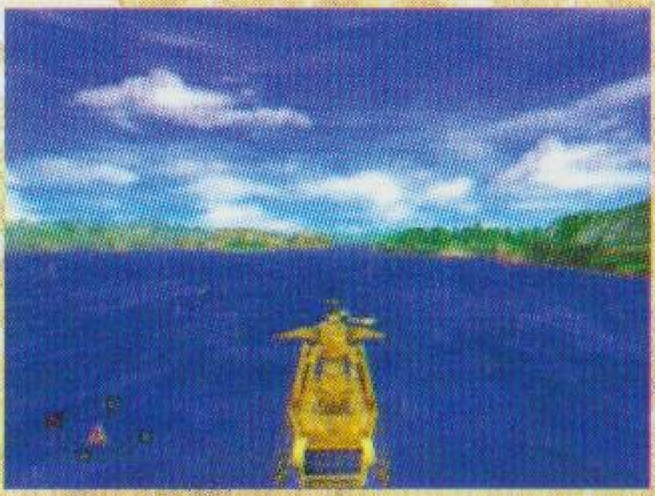
YOU DON'T ALWAYS HAVE TO TRAVEL ON FOOT!

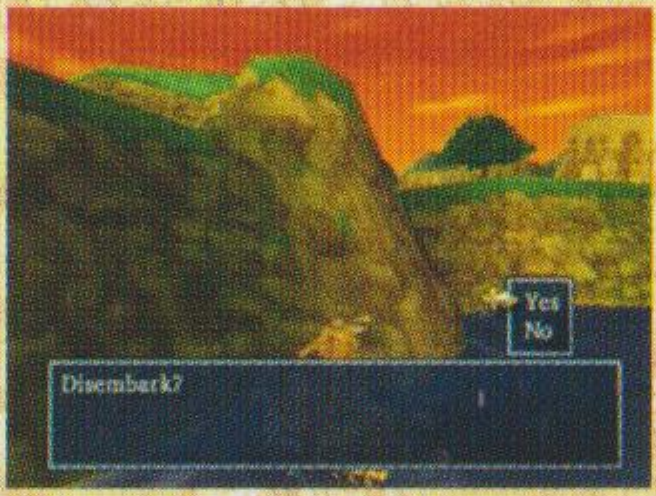
On your journey, you'll come across new modes of transport that allow you to visit places you couldn't reach before. Two of them are described below, but you never know what else you might find!



SHIPS

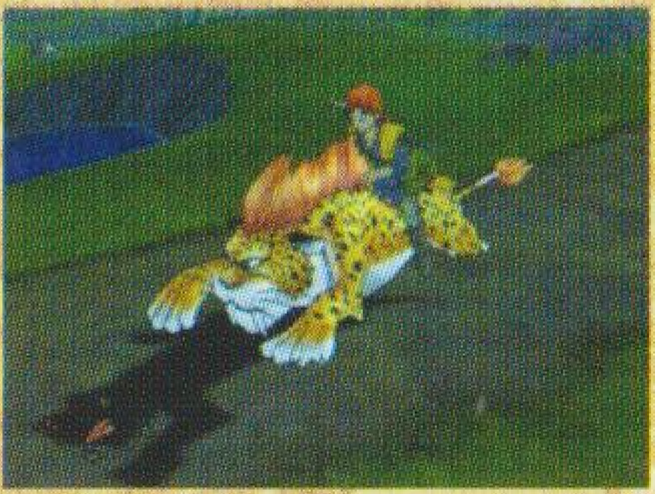
With a ship, you can freely sail the seas of the world. But be careful, because monsters don't just live on land. When you want to stop somewhere, sail up to the shore and push the left analog stick towards the place where you want to disembark. If it's possible to make landfall, a message will appear asking if that's what you want to do.





Disembark?

You can go ashore in some surprising places. Give it a try!

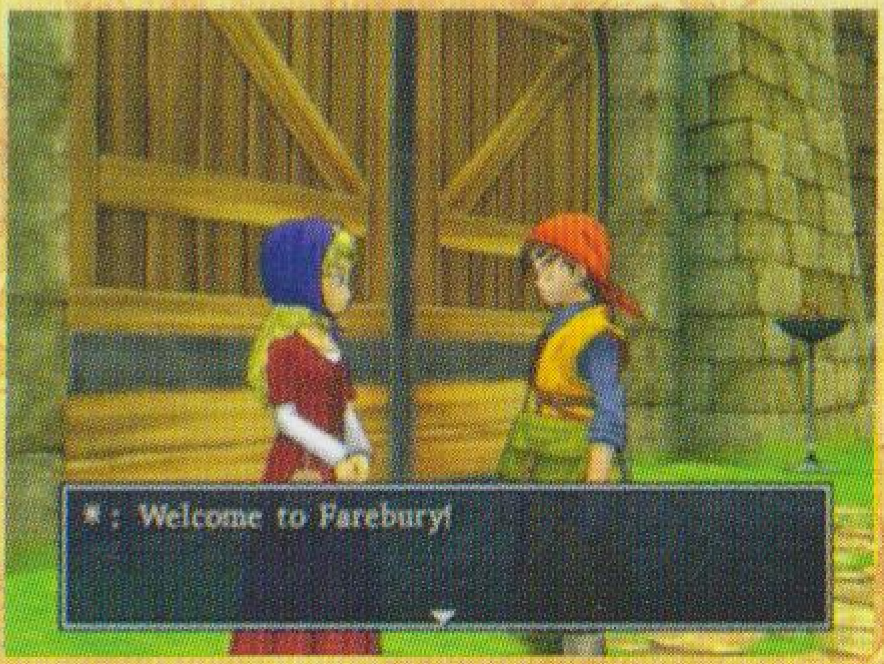


GREAT SABRECATS

These magnificent creatures can't take you anywhere you can't already go on foot, but they can certainly get you there faster! There's a particular item you need before you can ride them, though. When you want to dismount from a great sabrecat, just press the △ button.

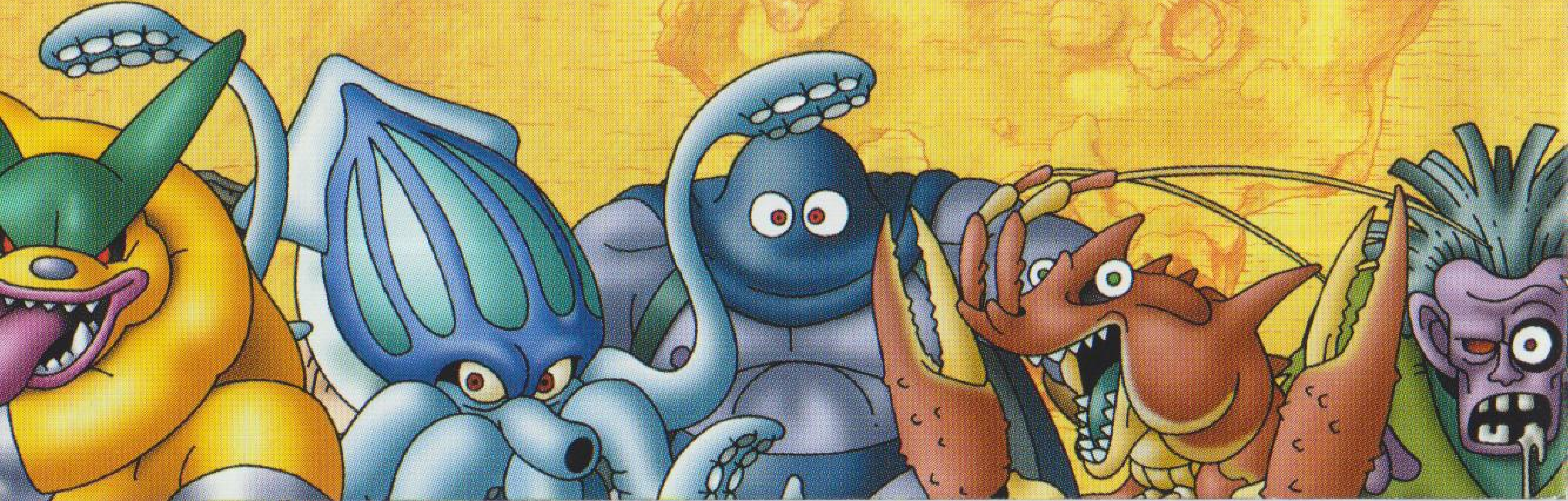
COMMANDS USED FOR EXPLORING

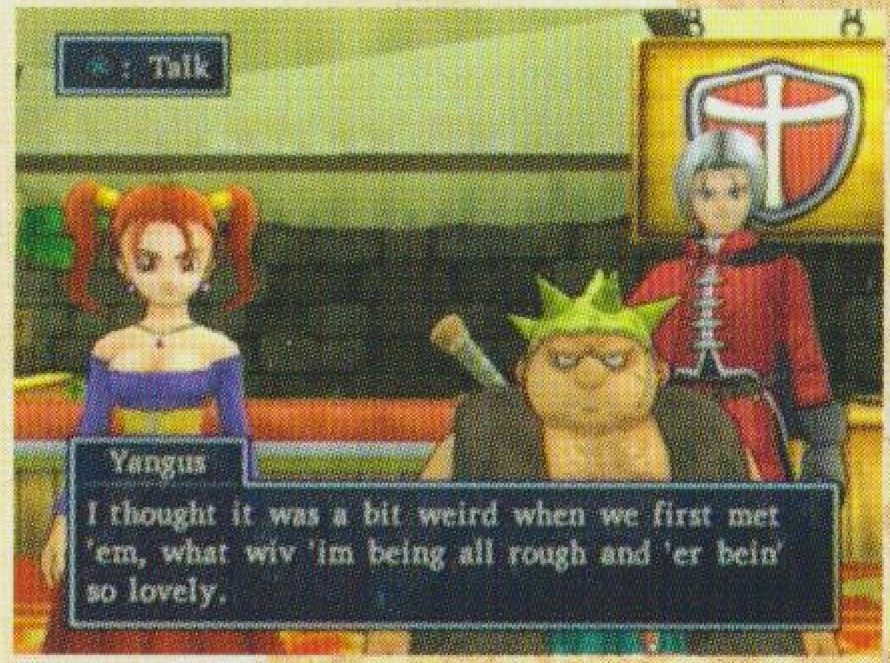
The following explains the different commands you can use while moving around the world. Each one will be an invaluable tool to aid exploration!


*: Welcome to Farebury!

TALK/INTERACT

Pressing the ⊗ button allows you to talk to a character standing in front of you. It also allows you to interact with various objects. For example, you can pick up barrels and pots or examine treasure chests, sacks, and cupboards.



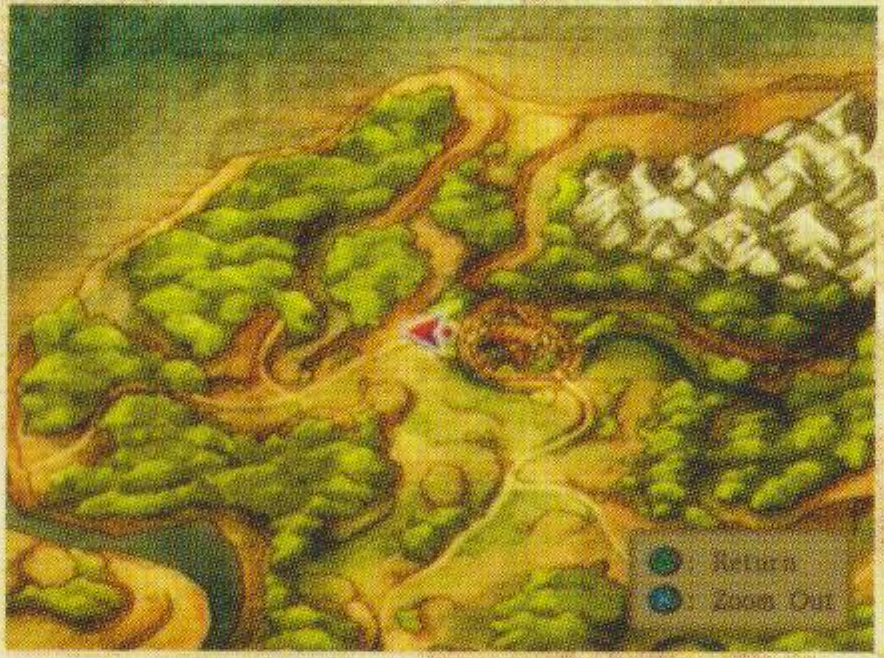


Yangus

I thought it was a bit weird when we first met 'em, what wiv 'im being all rough and 'er bein' so lovely.

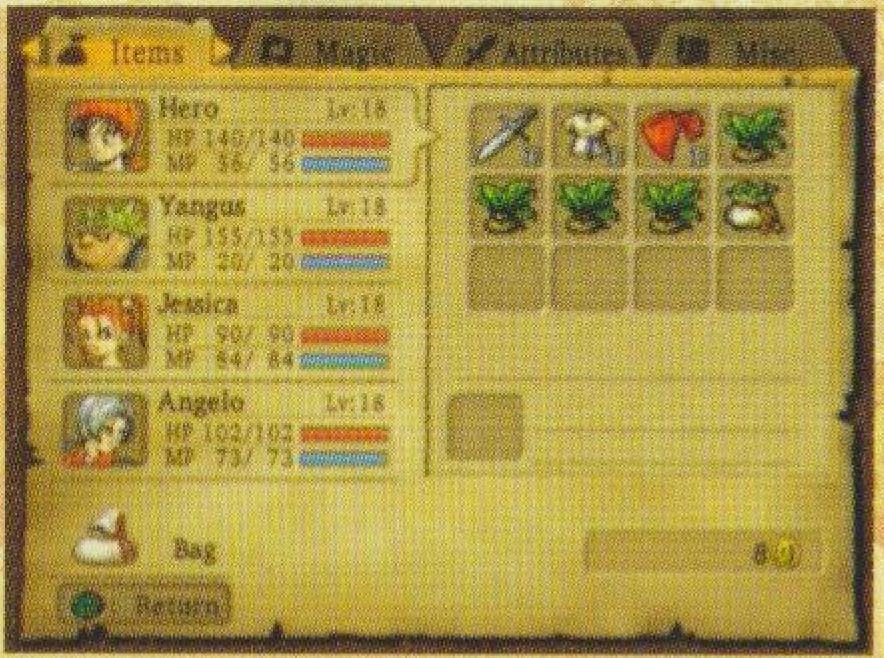
CONFER WITH PARTY

Pressing the ▶ START button opens a screen that allows you to talk with your fellow party members. You can use the confer with party function whenever there are two or more members in your party. You'll hear different things depending on the situation, so be sure to regularly take the time to hear what your comrades have to say!


Return
Zoom Out

MAP

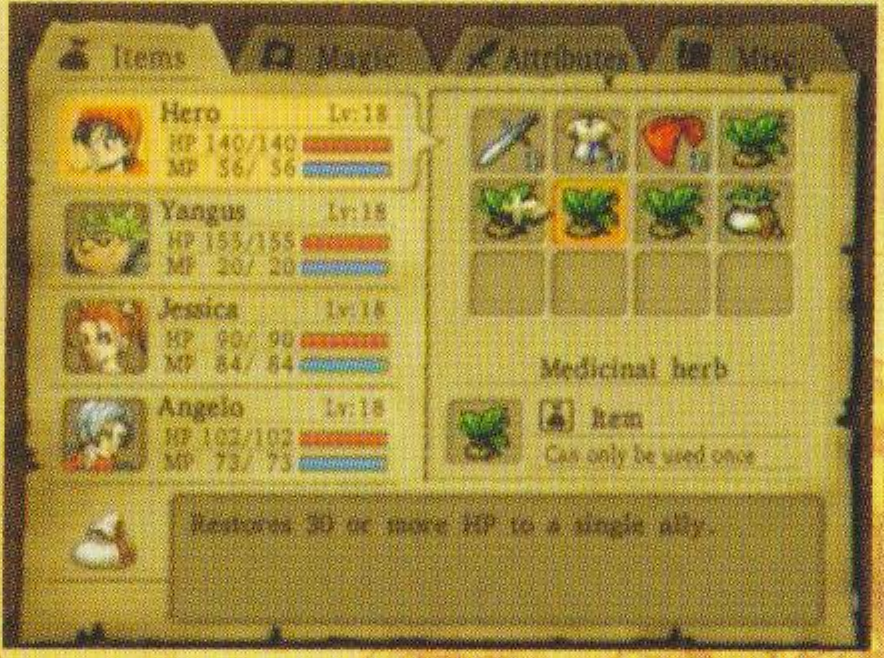
Pressing the ⊡ button opens a map of the town or area in which you are currently located. In some areas you'll have to obtain a map before you can use this feature, though.


Items
Magic
Attributes
Misc
Hero Lv:18
HP 140/140
MP 56/ 56
Yangus Lv:18
HP 155/155
MP 20/ 20
Jessica Lv:18
HP 90/ 90
MP 84/ 84
Angelo Lv:18
HP 102/102
MP 73/ 73
Bag
8
Return

MAIN MENU

Pressing the ◎ button opens the main menu, allowing you to choose from four main command tabs. Highlight a tab by pressing the right or left directional buttons, and press the ⊗ button to select it.

THE FOUR COMMAND TABS OF THE MAIN MENU


Items
Magic
Attributes
Misc
Hero Lv:18
HP 140/140
MP 56/ 56
Yangus Lv:18
HP 155/155
MP 20/ 20
Jessica Lv:18
HP 90/ 90
MP 84/ 84
Angelo Lv:18
HP 102/102
MP 73/ 73
Medicinal herb
Item

Can only be used once

Restores 30 or more HP to a single ally.

1. ITEMS

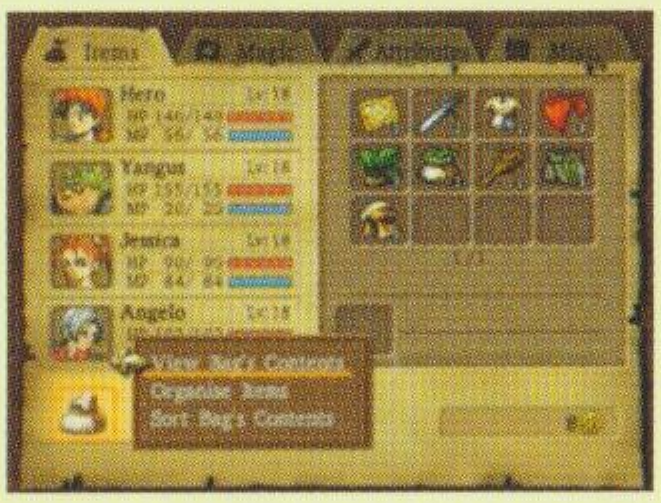
The Items menu tab allows you to view and use the items that you and your party members currently possess or have in the bag. Each character can carry up to 12 items in their personal inventory. The "E" mark indicates an item that is currently equipped. The red "X" indicates an item that cannot be equipped.

Press the up or down directional buttons to highlight a character's face or the bag-shaped icon on the Items menu tab. Press the ⊗ button to move the cursor across to that party member's item inventory. Then use the directional buttons to move the cursor about and highlight the items in the chosen player's inventory. Press the ⊗ button to try to use, transfer, equip/remove, or discard the selected item. Alternatively, press the △ button to go back to the party member selection stage.

IT'S IN THE BAG

The majority of items you find in treasure chests will automatically be placed in the party's communal bag. Items in the bag are not accessible during battle, so be sure to transfer anything you might need in combat to your party members ahead of time. Highlighting the bag-shaped icon in the Items menu tab opens a submenu that allows you to view, organise, and sort your items.

VIEW BAG'S CONTENTS



This lets you see what items are currently in the bag. Press the directional buttons to move the cursor about and highlight the items inside the bag. Move the cursor to the left or right edge of the current page of items in order to access the previous/next page. Press the ⊗ button while highlighting an item with the cursor in order to use it, transfer it to a party member, or discard it, assuming you can of course! The number displayed at the bottom right of the item icon shows how many of that item you have stacked in the bag.

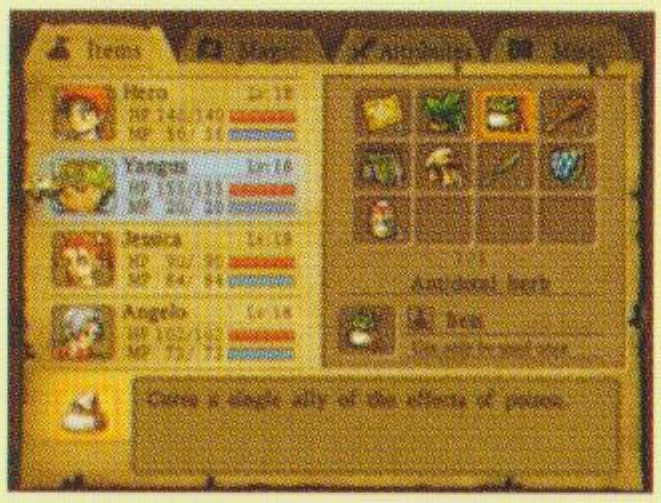
ORGANISE ITEMS

Allows you to move unequipped items carried by party members into the bag. Note that this includes restorative items, but not other objects that can be used for attacks during combat, such as certain magic wands and cheese!

SORT BAG'S CONTENTS

Allows you to organise the display of the bag's contents by type or in alphabetical order.

ITEMS SUBCOMMANDS

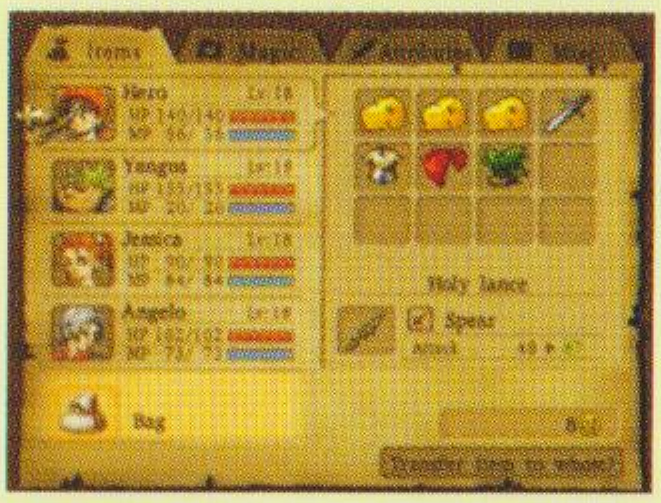

Items
Magic
Attributes
Map
Hero
Yangus
Jessica
Angelo
Antidotal herb

Cures a single ally of the effects of poison.

USE

Select this to use the highlighted item. Certain items will also require you to select a target for the effect.

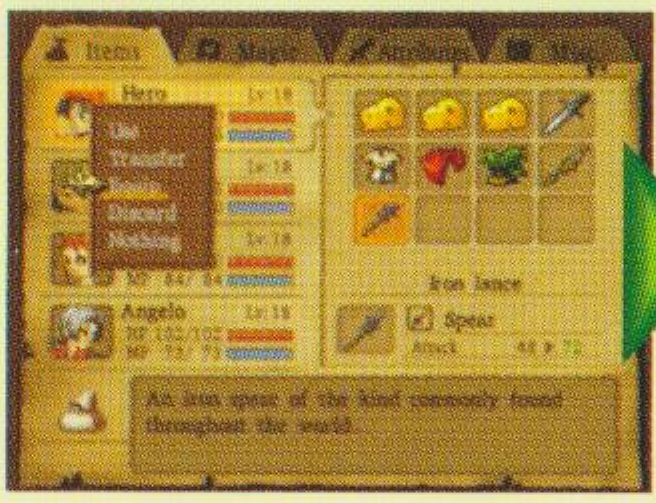
- When you use medicinal herbs, you will be asked to highlight the character on which you wish to use them.
- When you use a chimaera wing, you will be asked to specify the location to which you wish to travel.


Items
Magic
Attributes
Map
Hero
Yangus
Jessica
Angelo
Holy lance
Spear
Bag

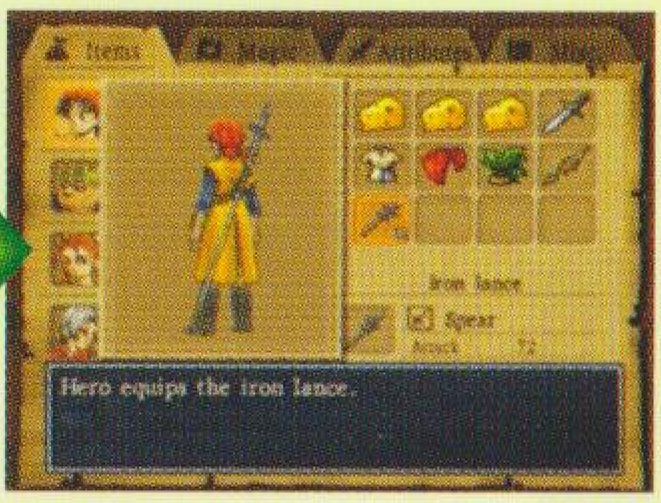
Transfer item to whom?

TRANSFER

This command is used to give an item to somebody or to place it in the bag. If the item you have transferred to a party member can be equipped, you will automatically be given the option to equip it.


Items
Magic
Attributes
Map
Hero
Use
Transfer
Equip
Discard
Nothing
Angelo
Iron lance
Spear
Attack

An iron spear of the kind commonly found throughout the world.


Items
Magic
Attributes
Map
Iron lance
Spear
Attack

Hero equips the iron lance.

EQUIP (REMOVE)

Allows you to equip or remove weapons, armour, shields, helms, and accessories.

DISCARD

Allows you to throw items away. You cannot discard certain important items.

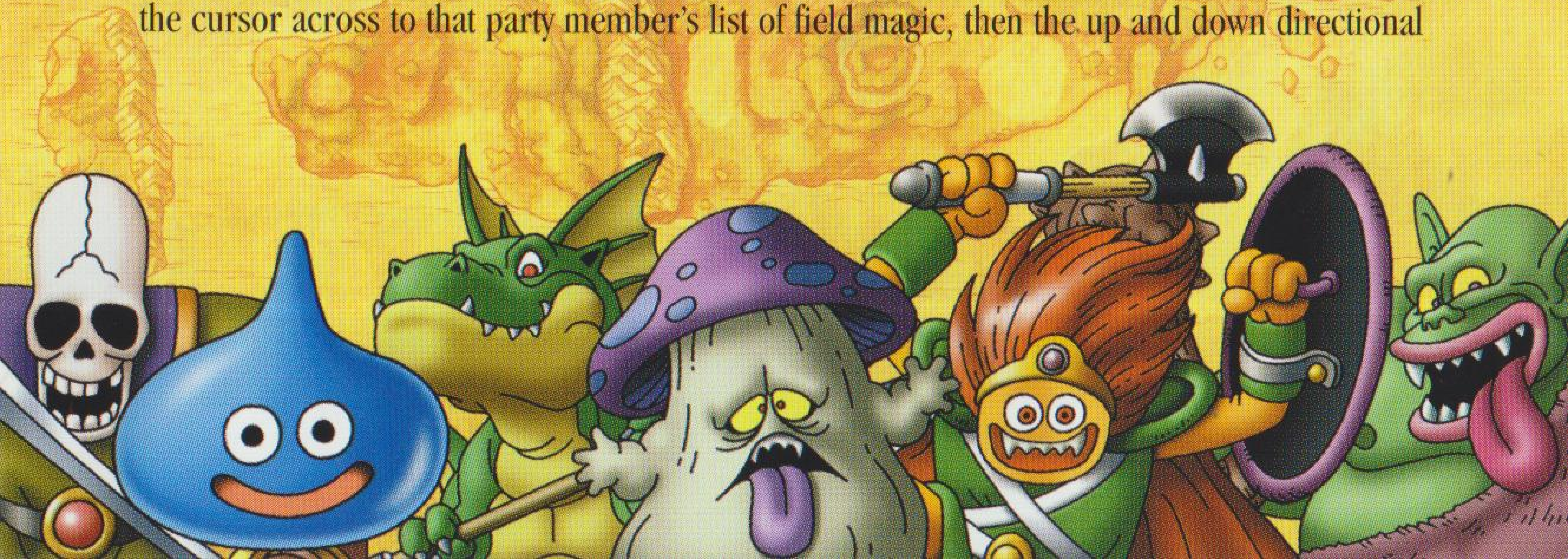
NOTHING

Select this command when you want to exit the item subcommands menu.

2. MAGIC

The Magic menu tab allows you to use field magic (non-battle spells and abilities) that you or your fellow party members have mastered, such as Evac and Zoom. When you highlight a spell or ability, you may be asked who you wish to cast it on. For more information about spells, abilities, and their effects, please refer to the SPELLS AND ABILITIES section.

Select a party member from the Magic menu tab by pressing the up or down directional buttons to move the cursor and highlight the character's portrait. Press the ⊗ button to move the cursor across to that party member's list of field magic, then the up and down directional



buttons to highlight a spell or ability and view its explanation. Press the ⊗ button while highlighting a spell or ability to use it (depending on the spell or ability, you may also need to specify a character to cast it on). Press the △ button to exit the field magic list and return to the party member selection stage.

3. ATTRIBUTES

The Attributes menu tab contains various statistics, as well as lists of magic and traits, for each of your party members.

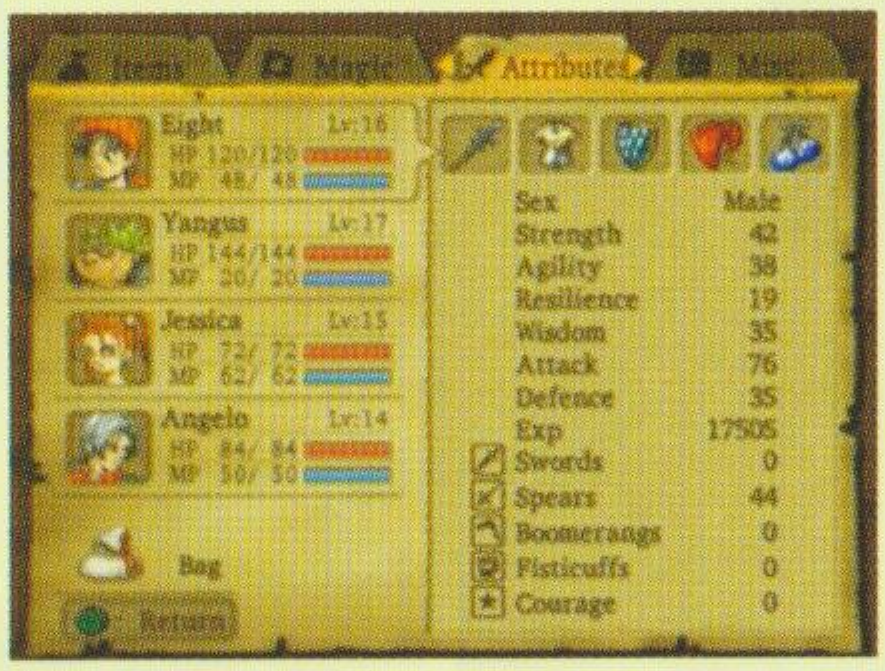
A GUIDE TO ATTRIBUTES

HP (HIT POINTS)

A number indicating your physical health. When you are hit by an enemy, the number will decrease. When it reaches zero, you will become incapacitated.

MAX. HP (MAXIMUM HIT POINTS)

The maximum number of hit points your character can have at a given time. You can fully restore the party's HP to this level by staying at an inn.



Eight Lv:16
HP 120/120
MP 48/ 48

Yangus Lv:17
HP 144/144
MP 20/ 20

Jessica Lv:15
HP 72/ 72
MP 62/ 62

Angelo Lv:14
HP 84/ 84
MP 50/ 50

Sex	Male
Strength	42
Agility	38
Resilience	19
Wisdom	35
Attack	76
Defence	35
Exp	17505
Swords	0
Spears	44
Boomerangs	0
Fisticuffs	0
Courage	0

MP (MAGIC POINTS)

A number indicating your reserves of magical power. When you cast a spell or use a special ability, the number will decrease. If your MP drops below the required number to cast a particular spell or use a particular ability, you'll be unable to do so. Spells and abilities that don't require MP can be cast even when your MP is at zero.

MAX. MP (MAXIMUM MAGIC POINTS)

The maximum number of magic points you can have at a given time. You can fully restore the party's MP to this level by staying at an inn.

LV. (LEVEL)

A number that indicates your overall development. When your experience points (Exp) reach a certain level, each of your attributes will increase, allowing you to learn new spells and distribute skill points. (For more information about skill points, please refer to the SKILL SYSTEM section.)

SEX

The gender of the selected character.

STRENGTH

A number that indicates your physical power. As it increases, so too will your "attack" power.

AGILITY

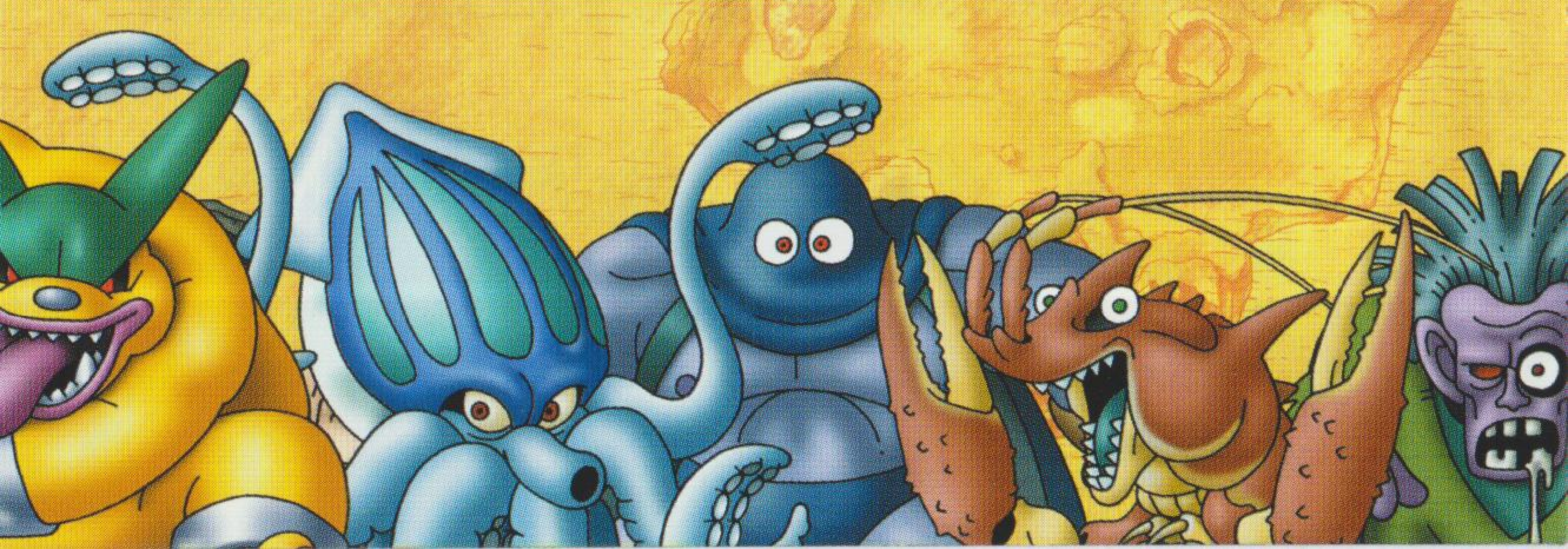
A number that indicates your physical dexterity. As it increases, so too will your ability to outmanoeuvre the enemy in battle.

RESILIENCE

A number that indicates your body's stamina. As it increases, so too will your "defence" power.

WISDOM

A number that indicates the level of your intellect. As it increases, so too will the power of the spells you cast.



ATTACK

A number that indicates the power of your attacks. It changes depending on the weapon you have currently equipped. The higher the number, the greater the damage you will cause.

DEFENCE

A number that indicates your ability to defend yourself. It changes depending on your body's natural resilience and the armour you have currently equipped. The higher the number, the greater your ability to reduce the damage from most attacks (with the exception of spell and breath-based attacks).

EXP

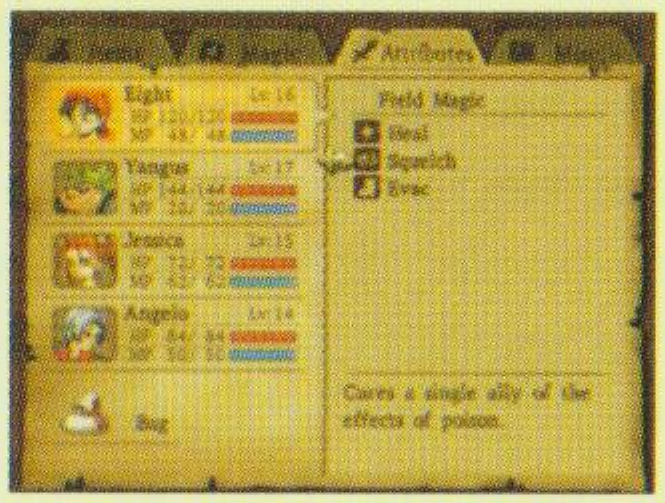
A number that indicates the amount of experience you have gained on your journey. It increases as you defeat monsters on the battlefield. Once you obtain a certain amount of experience, your level will increase.

SKILLS

Each party member can master a number of skills to gain new spells, abilities, and traits.
Skills include: Axes, Boomerangs, Bows, Charisma, Clubs, Courage, Fisticuffs, Humanity, Knives, Scythes, Sex Appeal, Spears, Staves, Swords, and Whips. The numbers shown here indicate how many points you have allocated to each of a character's skills. (Please refer to The SKILL SYSTEM section for more details.)

FIELD MAGIC, BATTLE SPELLS, BATTLE ABILITIES, AND TRAITS LISTS

Select a party member on the Attributes menu tab by highlighting the character's portrait and pressing the ⊗ button. Then press the right or left directional buttons to reveal your current lists of field magic (non-battle spells and abilities), battle spells, battle abilities, and traits (inherent skill bonuses achieved through the skills system). Press the ⊗ button again to move the cursor into the list, then the up and down directional buttons to view an explanation of the spells and abilities. (Note: you cannot actually cast magic or use abilities from the Attributes menu tab. Use the Magic menu tab to cast field magic.) Press the △ button to exit the spell and ability lists, and the △ button again to return to party member selection.



Cures a single ally of the effects of poison.

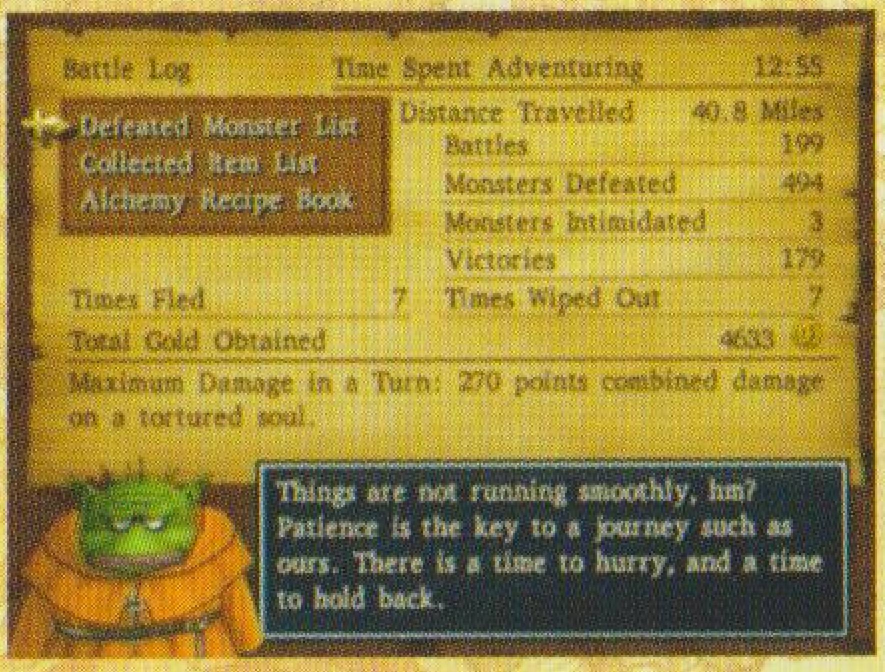
4 MISC.

The Misc. menu tab contains a variety of commands that you will find useful during your travels.

- HEAL ALL: Tells characters that have mastered healing spells to use their magic and fully restore all party members' HP.
- TACTICS: Allows you to change the strategies your party members use in battle. You can select a specific strategy for each party member or command all party members to follow a single strategy. (For more information, please refer to the TACTICS section.)

- LINE-UP: Allows you to change the marching order of the party. The closer a character is to the head of the party, the easier it will be for enemies to hit him or her. The leader of the party will appear on-screen as you move around the game world.
- EQUIPMENT: Allows you to change the items that each party member has equipped.
- SETTINGS: Allows you to adjust the screen size (normal/wide), and the volume of character voices, sound effects and background music. You can also change the sound from stereo to monaural to match your TV's sound capabilities. There are options for inverting the camera controls to suit your preferences as well.
- HELP: Read an explanation of the controls and other in-game adventuring advice.
- BATTLE RECORDS: Allows you to check your progress through the game. (For more information, please refer to the BATTLE RECORDS section.)

BATTLE RECORDS

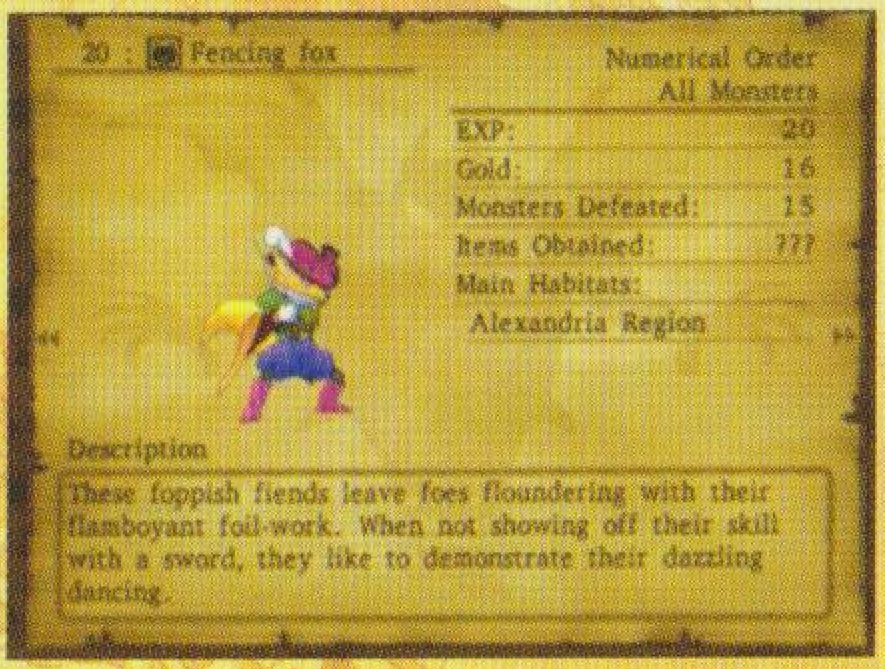


Battle Log
Defeated Monster List
Collected Item List
Alchemy Recipe Book

Time Spent Adventuring	12:55
Distance Travelled	40.8 Miles
Battles	199
Monsters Defeated	494
Monsters Intimidated	3
Victories	179
Times Fled	7
Times Wiped Out	7
Total Gold Obtained	4633

Maximum Damage in a Turn: 270 points combined damage on a tortured soul.

Things are not running smoothly, hm? Patience is the key to a journey such as ours. There is a time to hurry, and a time to hold back.



20 : Fencing fox

Numerical Order
All Monsters

EXP:	20
Gold:	16
Monsters Defeated:	15
Items Obtained:	???

Main Habitats:
Alexandria Region

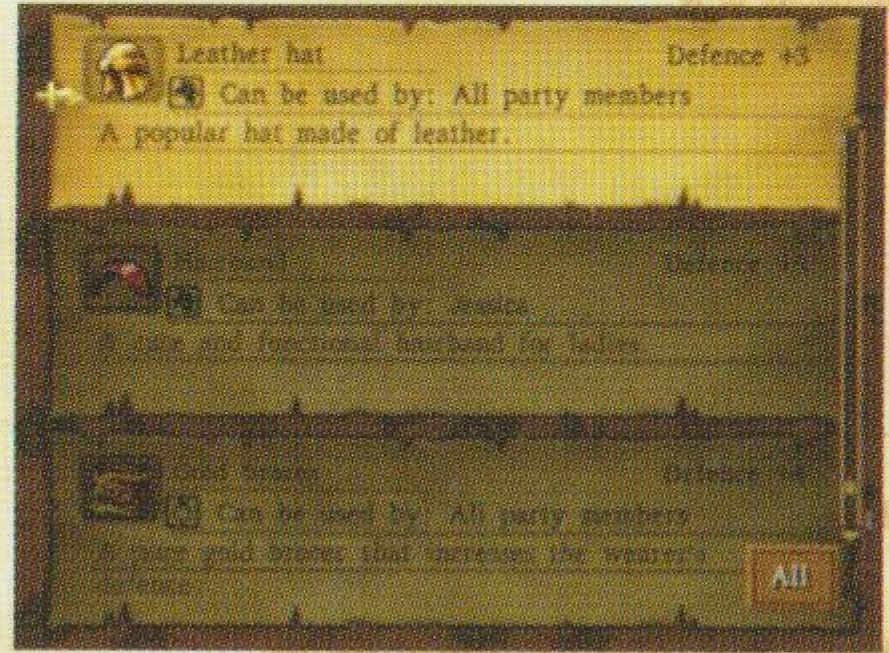
Description

These foppish fiends leave foes floundering with their flamboyant foil-work. When not showing off their skill with a sword, they like to demonstrate their dazzling dancing.

Selecting the Battle Records option from the Misc. menu tab or pressing the SELECT button while travelling will bring up the battle records screen that allows you to check your progress. It displays the distance you have travelled on your journey, the number of battles fought, and the number of monsters that you have defeated. In addition, Trode will weigh in with his opinion of your tactics and experience. You can also view the "Defeated Monster List" and "Collected Item List" on this screen.

DEFEATED MONSTER LIST

A list of the monsters you have defeated to date. You can sort the list either numerically or alphabetically.



Leather hat Defence +5

Can be used by: All party members

A popular hat made of leather.

COLLECTED ITEM LIST

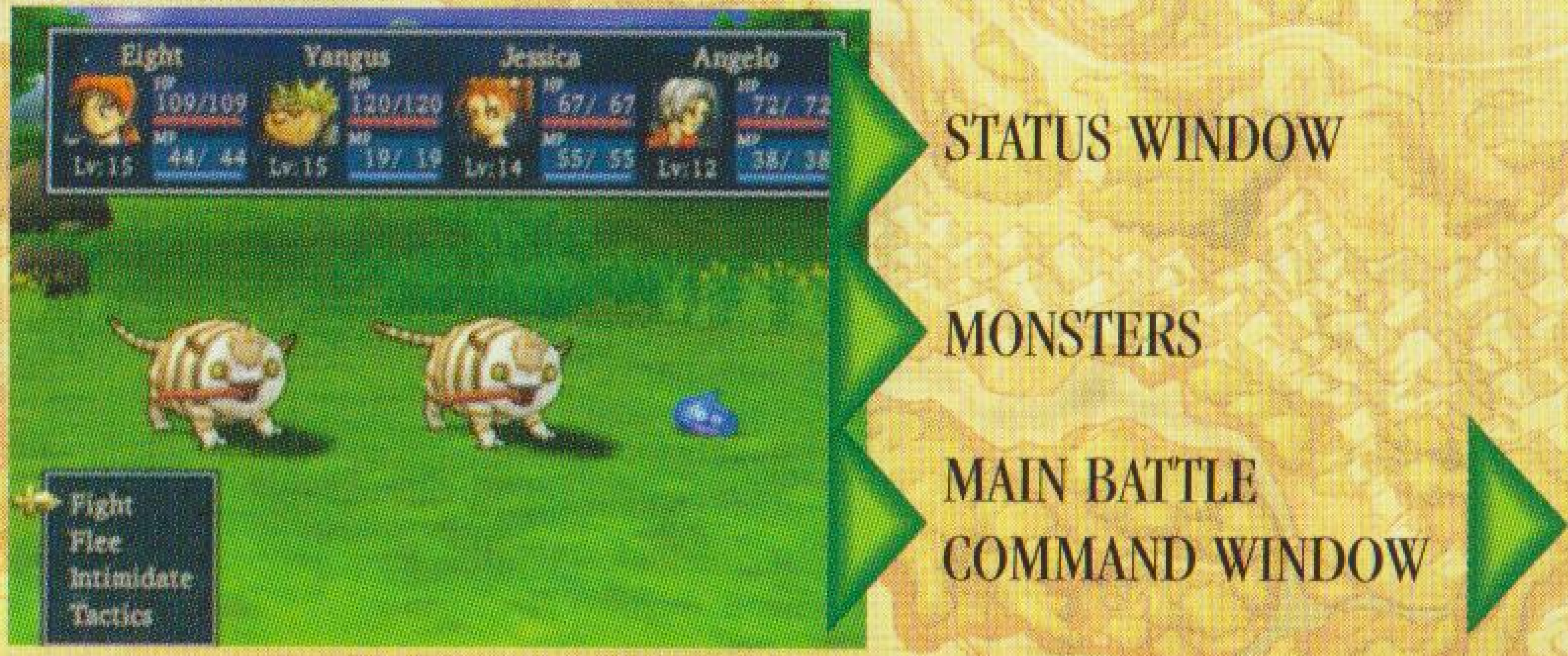
A list of the items that you have obtained to date. You can sort the list either by type of item or alphabetically.

BATTLES

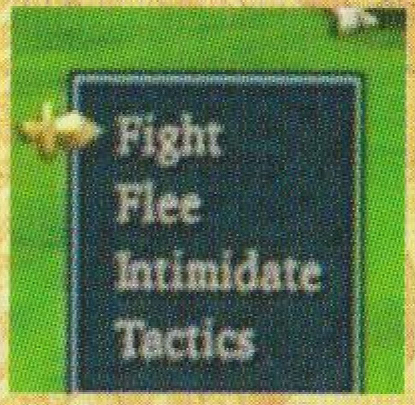
There's no way around it: you're going to have to fight monsters as you make your way through the game. Mastering the basic battle commands will guide you to victory!

THE FOUR MAIN BATTLE COMMANDS

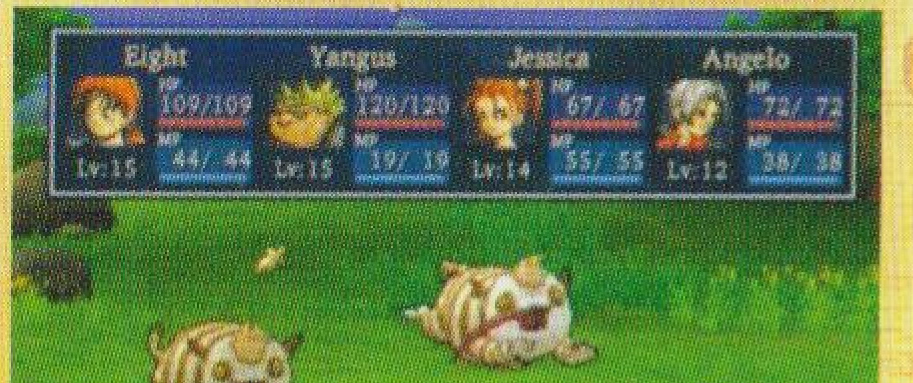
Whenever you venture outside of towns, you will encounter monsters. The battle screen is different from the one used for travelling, and has its own set of commands. Let's take a look at them.



Eight
Yangus
Jessica
Angelo
HP 109/109 MP 44/ 44 Lv:15
HP 120/120 MP 19/ 19 Lv:15
HP 67/ 67 MP 55/ 55 Lv:14
HP 72/ 72 MP 38/ 38 Lv:12
Fight
Flee
Intimidate
Tactics
STATUS WINDOW
MONSTERS
MAIN BATTLE COMMAND WINDOW



Fight
Flee
Intimidate
Tactics



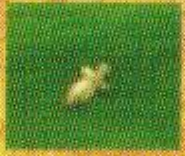
Eight
Yangus
Jessica
Angelo
HP 109/109 MP 44/ 44 Lv:15
HP 120/120 MP 19/ 19 Lv:15
HP 67/ 67 MP 55/ 55 Lv:14
HP 72/ 72 MP 38/ 38 Lv:12
Yangus
Attack
Abilities
Spells
Items
Defend
Psyche Up
Candy cat A X 2
Slime

1. FIGHT

The command used to initiate a battle with a monster or group of monsters. After selecting this command, a window containing six subcommands (Please refer to the section on THE SIX "FIGHT" SUBCOMMANDS) will appear. You can use these commands to fight the monsters, cast spells, perform special abilities and use items during battle.

FIGHT SUBCOMMAND WINDOW

MONSTER NAME AND NUMBER IN GROUP

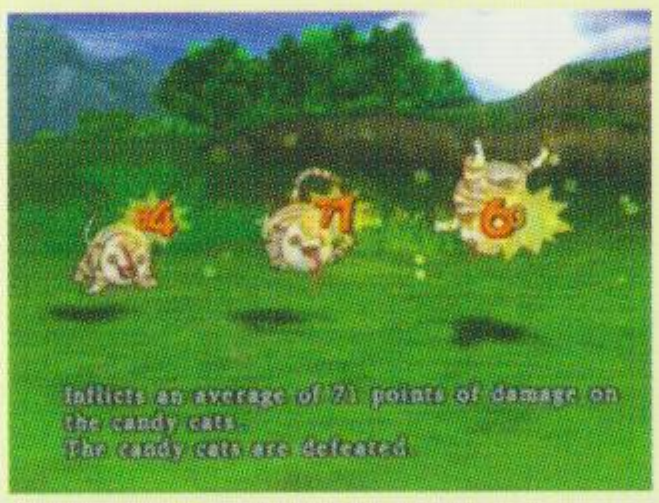


ATTACK CURSOR

THE SIX "FIGHT" SUBCOMMANDS

1. ATTACK

Allows you to attack with your currently equipped weapon.


Inflicts an average of 71 points of damage on the candy cats.
The candy cats are defeated.

Certain weapons allow you to attack groups of enemies or all enemies on the screen simultaneously.

2. ABILITIES

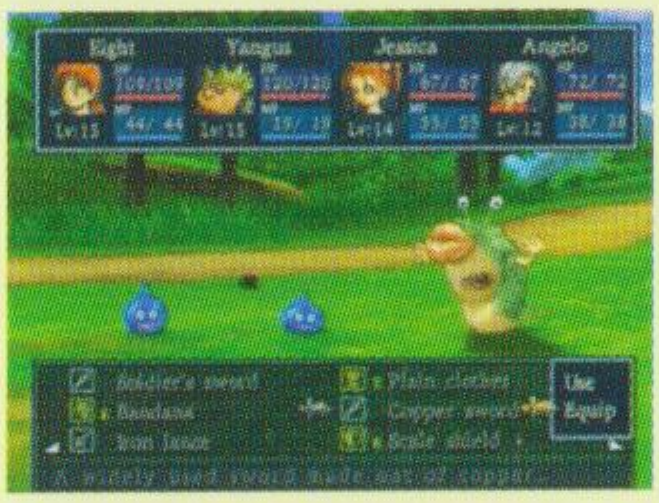
Select and perform one of the combat abilities you have learned. The abilities that you can use vary with the weapon you equip.

3. SPELLS

Select and cast one of the spells you have learned.

4. ITEMS

Select and use one of the items you are carrying. You can also remove and equip weapons and armour using this command. However, you cannot access items that are in the party's bag during battle.

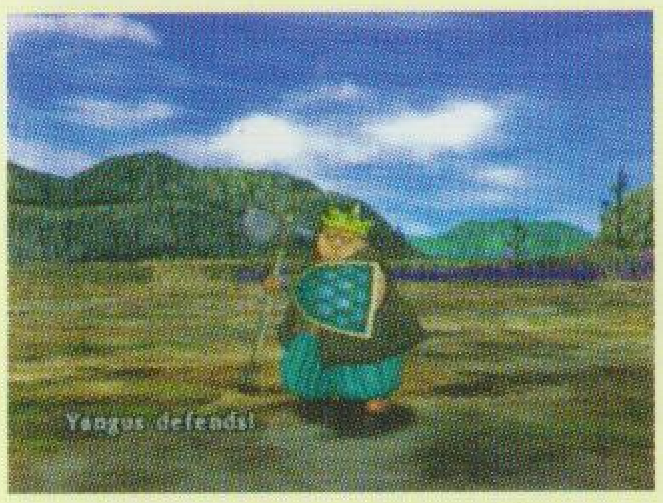


A widely used sword made out of copper.

You can carry out another command after changing your equipment. Select your weapon to match the ability you want to use!

5. DEFEND

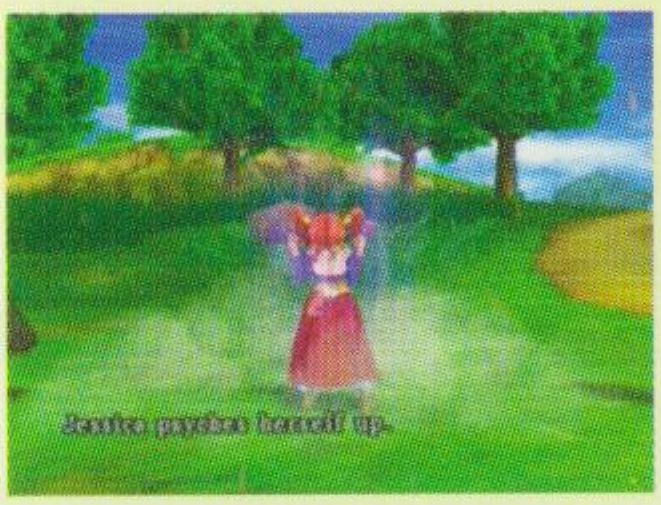
Adopt a defensive stance, reducing the amount of damage you take from an attack.


Yangus defends!

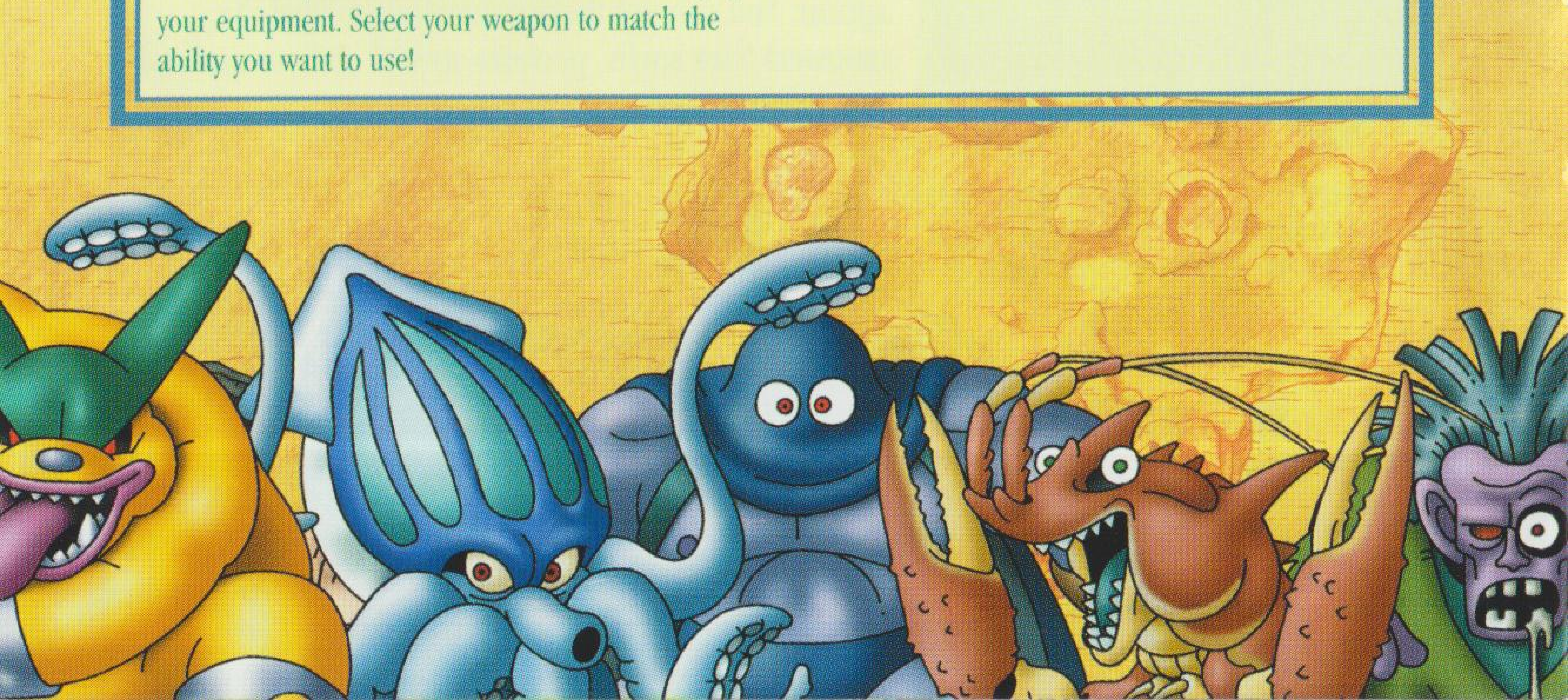
You can defend yourself against magic attacks as well as physical attacks.

6. PSYCHE UP

Raise your tension level. As your tension increases, the effects of your attacks will "power up". (For more information, please refer to the PSYCHING UP section.)

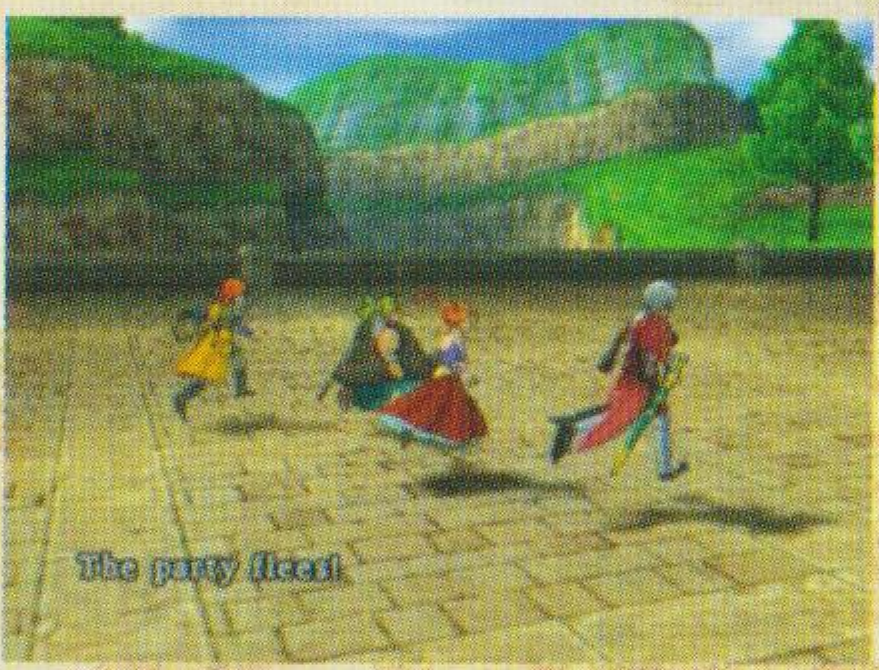

Jessica psyches herself up.

Mastering the use of tension will allow you to turn the tide of battle in your favour.



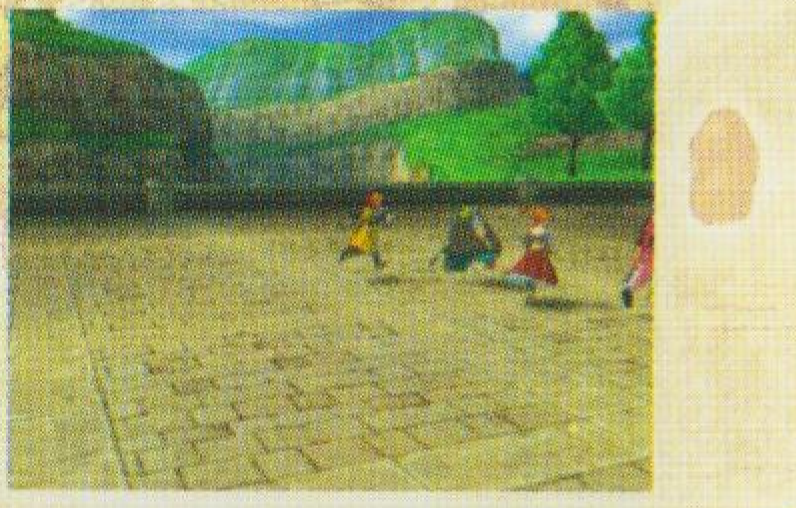
2. FLEE

Allows you to turn tail and retreat from a battle. Be careful! You'll find that you're not always able to run away. If you fail to escape, the enemy will be able to attack you freely.

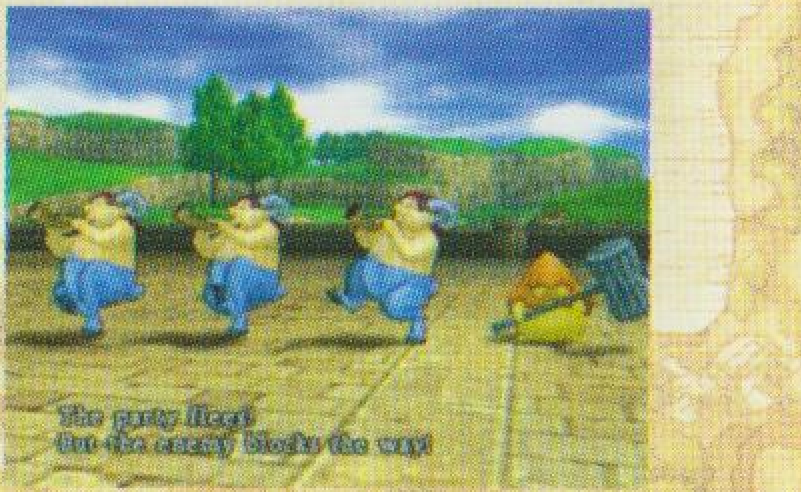


The party flees!

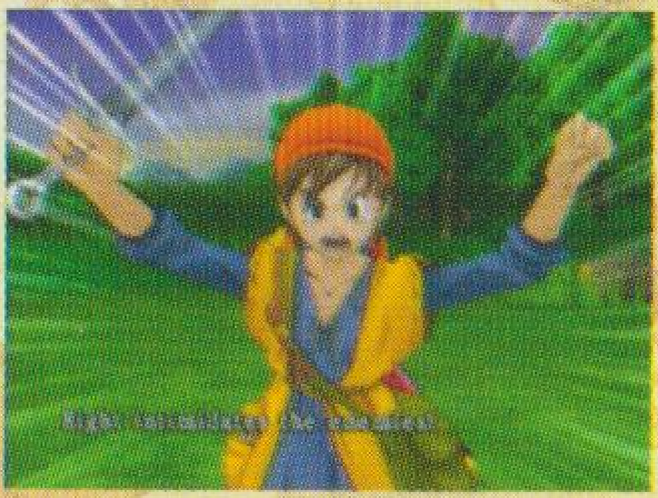
SUCCESS



FAILURE



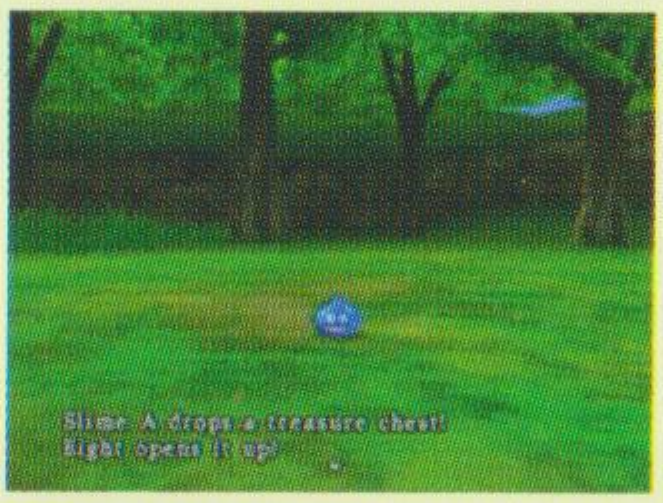
The party flees!
But the enemy blocks the way!



Eight intimidates the enemies!

3. INTIMIDATE

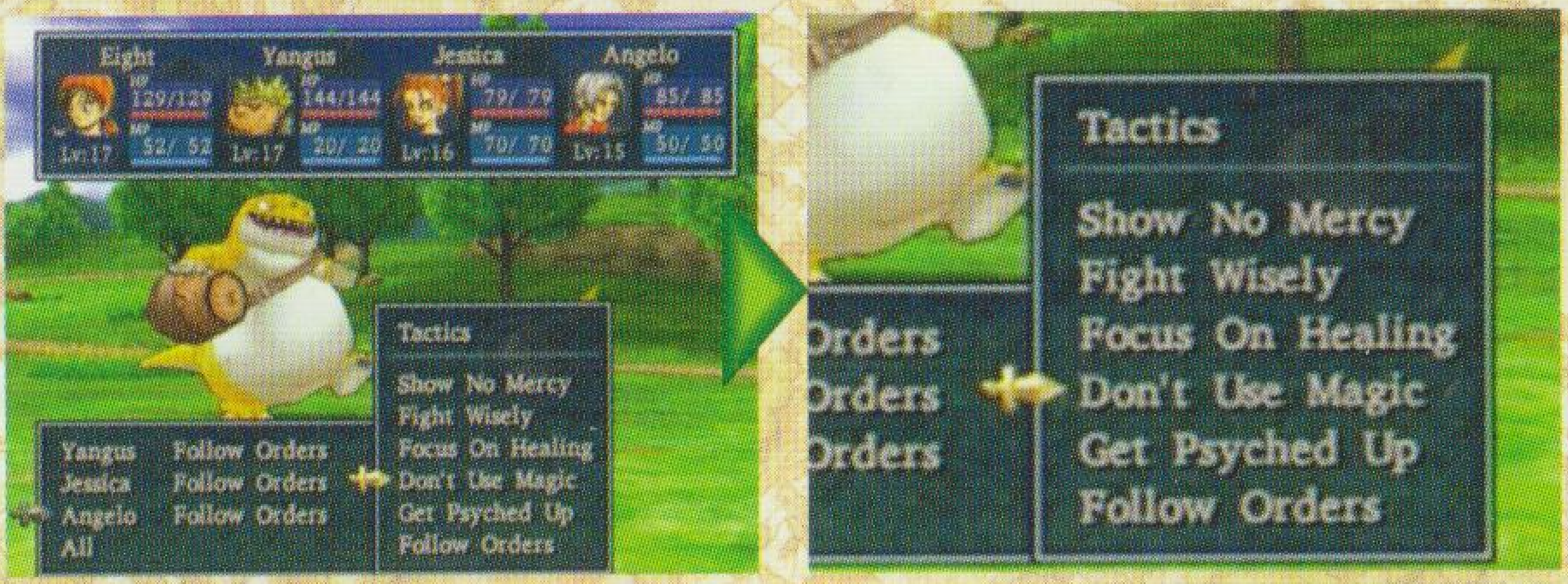
Allows you to scare off monsters. You'll find that this tactic only works on monsters that are weaker than your party. Be careful! If you fail to intimidate a monster, it will be able to attack your party immediately after your failed attempt, and they won't be able to defend themselves!



Slime A drops a treasure chest!
Eight opens it up!

DEFEAT MONSTERS TO OBTAIN TREASURE!

The monsters you defeat may drop treasure chests containing important items. The monsters you scare off by using the "Intimidate" command may drop treasure chests as well! That's why it's a good idea to use "Intimidate" rather than "Flee" when you want to avoid fighting weak monsters.


Eight
HP 129/129
MP 52/ 52
Lv:17
Yangus
HP 144/144
MP 20/ 20
Lv:17
Jessica
HP 79/ 79
MP 70/ 70
Lv:16
Angelo
HP 85/ 85
MP 50/ 50
Lv:15
Yangus Follow Orders
Jessica Follow Orders
Angelo Follow Orders
All
Tactics
Show No Mercy
Fight Wisely
Focus On Healing
Don't Use Magic
Get Psyched Up
Follow Orders
Orders
Orders
Orders
Tactics
Show No Mercy
Fight Wisely
Focus On Healing
Don't Use Magic
Get Psyched Up
Follow Orders

4. TACTICS

A list of tactics that can be given to individuals or the entire party. Your fellow party members will automatically carry out your orders using their own judgment. Be sure to choose the optimal strategy for the specific battle that you're fighting.

TACTIC TYPES

SHOW NO MERCY

Defeat the enemy as quickly as possible, regardless of MP consumption. Useful for times when you aren't worried about low MP or when you want to finish a battle quickly.

FIGHT WISELY

A fighting style that pays equal attention to both offence and defence. The most balanced battle tactic.

FOCUS ON HEALING

A fighting style that pays attention to the remaining HP of fellow party members. An excellent strategy for times when the party is in trouble.

DON'T USE MAGIC

As the name implies, fight without casting any spells at all. Useful for times when you want to preserve your remaining MP.

GET PSYCHED UP

Focus on raising tension rather than fighting. A good strategy for use against powerful enemies.

FOLLOW ORDERS

Opens a "Fight" subcommand window (Please refer to the section on THE SIX FIGHT SUBCOMMANDS) for the selected party member, allowing you to give precise orders on an individual basis each turn.

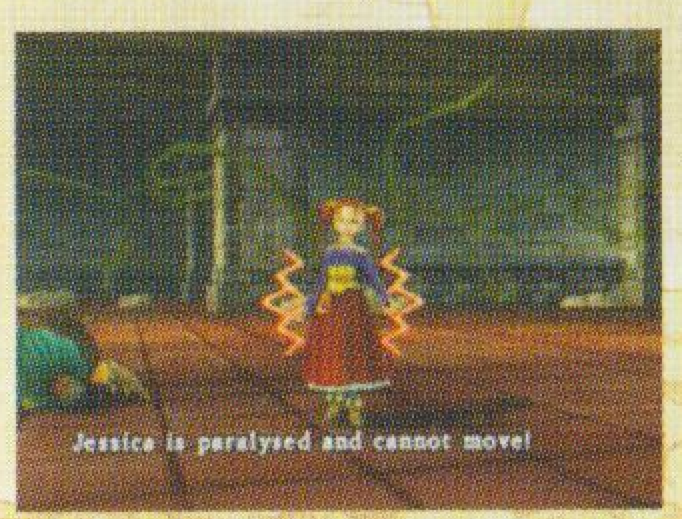
The party is wiped out!

WIPED OUT? THERE GOES HALF OF YOUR GOLD!

The party is wiped out when the hit points of all party members reach zero. When this happens, all members will be automatically resurrected and allowed to continue playing from the church where they last confessed (saved). Bear in mind that the party will lose half of the gold they are currently carrying every time this occurs, so try to avoid being wiped out whenever possible.

WATCH YOUR STATUS!

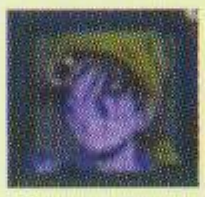
When an enemy attacks you, your status may change. Depending on the change, you might find yourself unable to move or suffering damage for a certain amount of time after the attack. There are a variety of status changes that will affect you and your party members, so it's important to watch for them and cure them as quickly as possible. With the exception of three statuses - "Poisoned", "Dead" and "Cursed" (when inflicted by equipping a cursed item) - your character will return to normal once a battle ends.



Jessica is paralysed and cannot move!

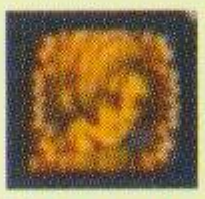
BASIC STATUS CHANGES

When a party member's status changes, their portrait in the menus will change to reflect their affliction.



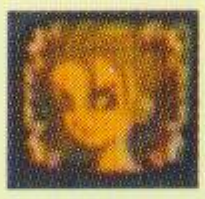
ASLEEP

As the name implies, affected characters will be asleep and unable to attack. They will wake up naturally after a few turns or may be awoken if they are physically struck during battle. You can also cure the effect instantly by casting Tingle.



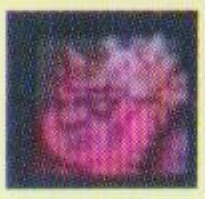
CONFUSED

Affected characters will be mired in confusion and unable to fight properly. This can be reversed by simply waiting a few turns or by using certain items. As with the sleep status, confused characters may come to their senses if they are struck during battle.



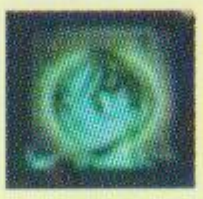
PARALYSED

A "paralysed" character cannot move. Paralysis can be cured by waiting several turns, by casting Tingle, or by using a moonwort bulb.



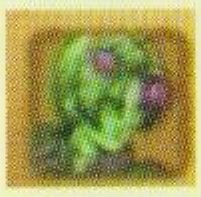
DAZZLED

A character who is dazzled is surrounded by illusions and will miss more frequently. The status will wear off on its own after several turns have elapsed.



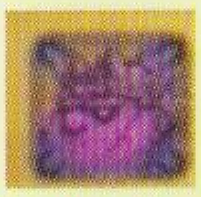
FIZZLED

A character suffering from this status effect will be unable to cast any spells. The status will wear off on its own after several turns have elapsed.



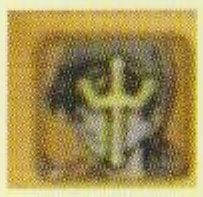
POISONED OR ENVENOMATED

A condition where a character continuously loses a small amount of HP. Poisoned characters lose HP when travelling throughout fields and towns. Envenomated characters lose HP both when travelling and during battle. You can cure a character who is poisoned or envenomated by casting the spell called Squelch, or by using an antidotal herb. You can also have the effect removed at a church.



CURSED

Characters who are cursed will find themselves unable to move during a turn in battle. Characters who have been cursed due to equipping a cursed item can be cured by visiting a church.



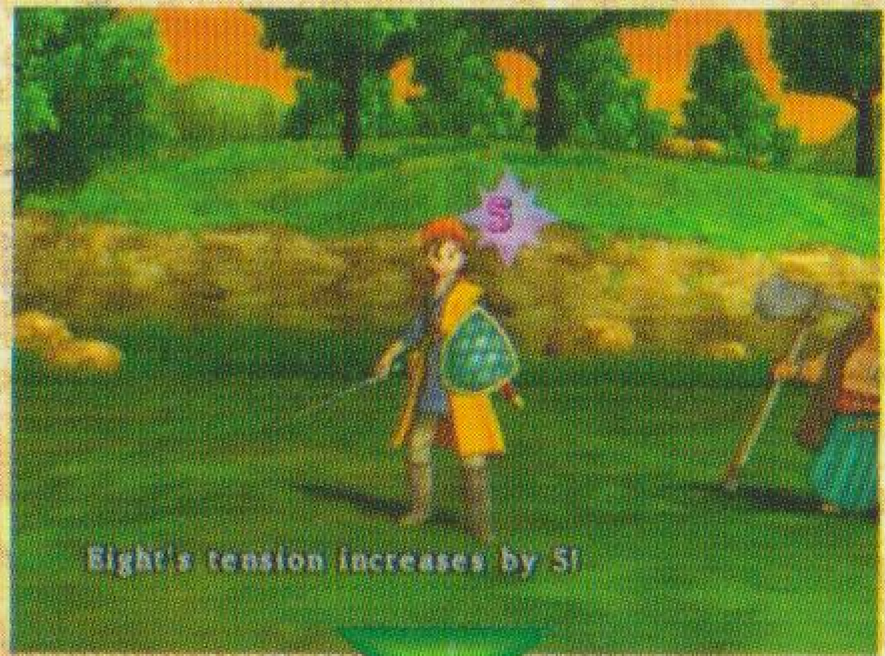
DEAD

If a character's HP reaches zero, he will fall in battle and won't be able to do anything until revived. You can revive a dead character by using an Yggdrasil leaf, casting Zing or Kazing, or visiting a church and requesting a resurrection.

SOME NOTEWORTHY FEATURES OF DRAGON QUEST: THE JOURNEY OF THE CURSED KING

DRAGON QUEST: The Journey of the Cursed King boasts a whole range of unique and exciting features. Read this section for a quick explanation of what's on offer!

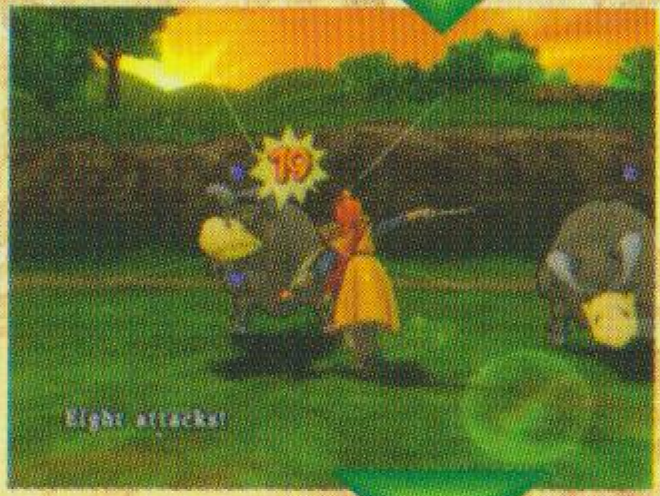
PSYCHING UP



Eight's tension increases by 5!

RAISE YOUR TENSION FOR SUPER-POWERED ATTACKS!

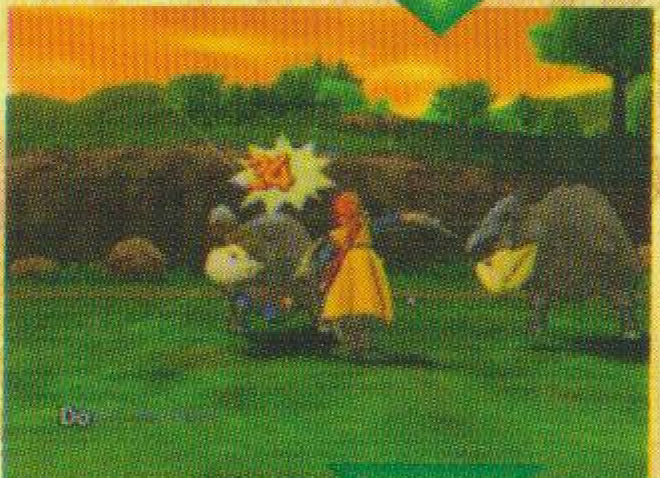
Selecting "Psyche Up" from the "Fight" subcommand window during battle allows you to raise a character's tension level for more powerful attacks. However, if the character is put to sleep, knocked down, incapacitated, or if they receive enough damage or defend during the process, their tension level will return to normal.



Eight attacks!

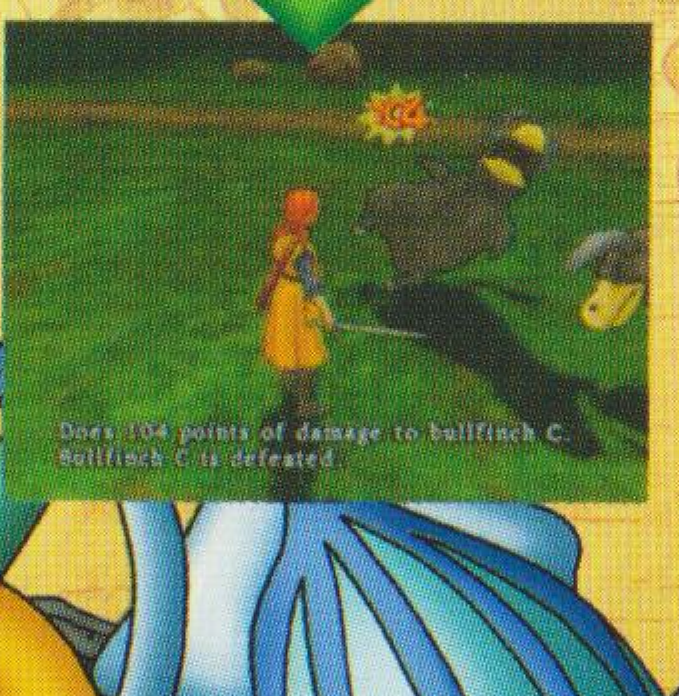
NORMAL ATTACK

If this is about as much damage as you can cause in a normal attack…



RAISE YOUR TENSION!

...the damage you do will increase in proportion to the amount you've psyched yourself up!

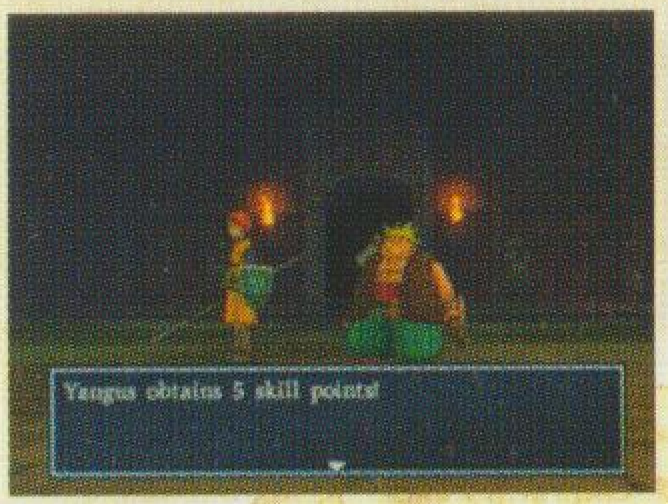


Does 104 points of damage to bullfinch C.
Bullfinch C is defeated.

BEWARE: HIGH TENSION!

By repeatedly psyching yourself up, you can reach a state of "high tension", which will enable your next attack to do massive damage!

THE SKILL SYSTEM



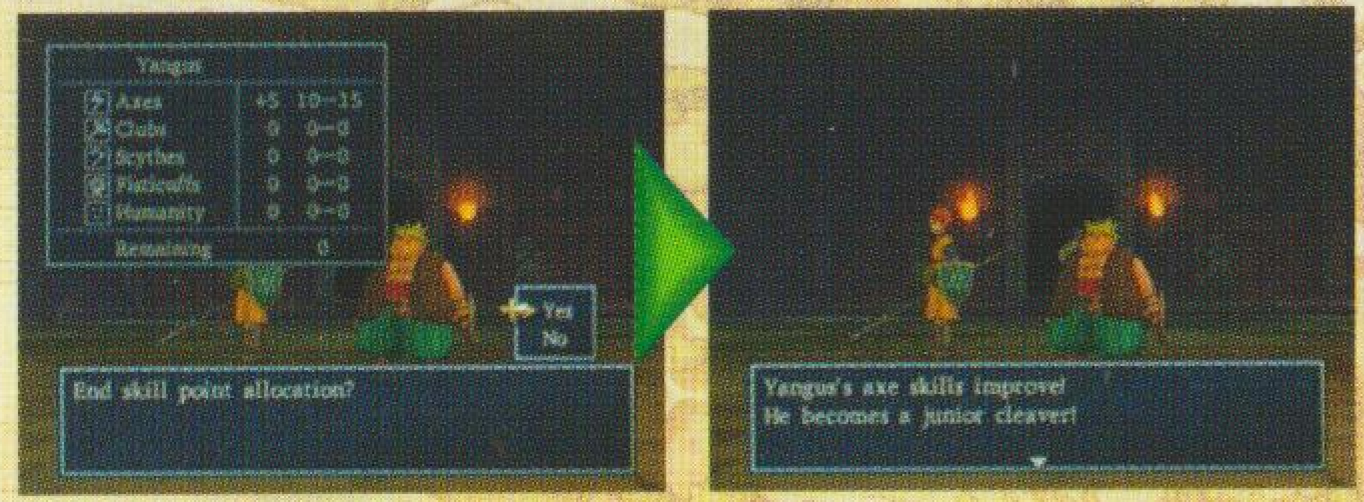
Yangus obtains 5 skill points!

GUIDE YOUR CHARACTERS' DEVELOPMENT!

Skills refer to individual attributes, such as weapon proficiencies and distinctive characteristics that you and your fellow party members each possess. Obtain skill points to increase your skill levels, which will allow you to gain new spells, abilities, and traits that will aid you in combat!

INCREASING YOUR SKILL LEVEL

After you have attained a certain level of experience, you will be awarded skill points each time you level up. You can allocate these skill points among your five skills in whatever way you wish; you can concentrate all of them on a single skill, for example, or spread them out amongst all of your skills. How you raise your skills is up to you!



Yangus		
Axes	+5	10→15
Clubs	0	0→0
Scythes	0	0→0
Fisticuffs	0	0→0
Humanity	0	0→0
Remaining		0

End skill point allocation?

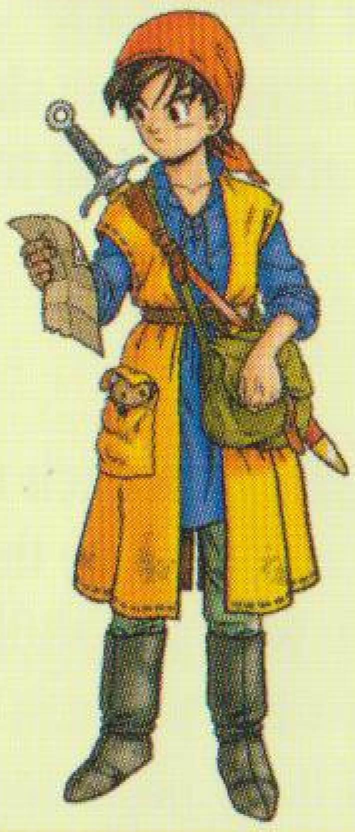
Yangus's axe skills improve!
He becomes a junior cleaver!

EXAMPLES OF LEARNING NEW SPELLS AND ABILITIES

- When the hero's "courage" level reaches 8, he will learn the "Zoom" spell
- When Yangus's axe skill reaches 6, he will learn the "Helm Splitter" ability.

EACH CHARACTER'S SKILLS

THE HERO



SWORD SKILL: Increases attack power when a sword is equipped, and allows you to learn various sword techniques.

SPEAR SKILL: Increases attack power when a spear is equipped, and allows you to learn various spear techniques.

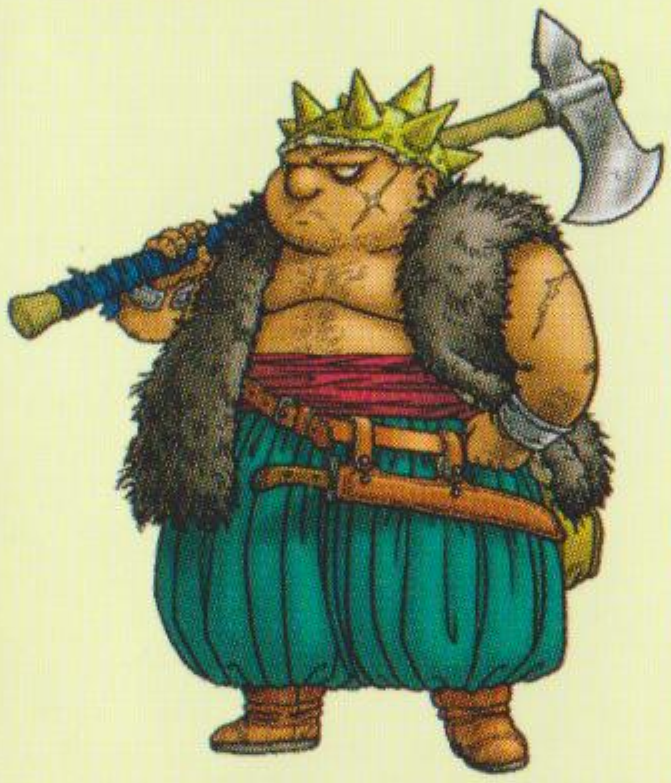
BOOMERANG SKILL: Increases your attack power when a boomerang is equipped and allows you to learn various boomerang-based abilities.

FISTICUFFS SKILL: Increases attack power when fighting bare-handed, and allows you to learn unarmed combat techniques.

COURAGE: Allows you to master spells and abilities only used by the truly lion-hearted.

Does 229 points of da
Muddy hand A is defea

YANGUS



AXE SKILL: Increases Yangus's attack power when an axe is equipped, and allows him to learn various axe techniques.

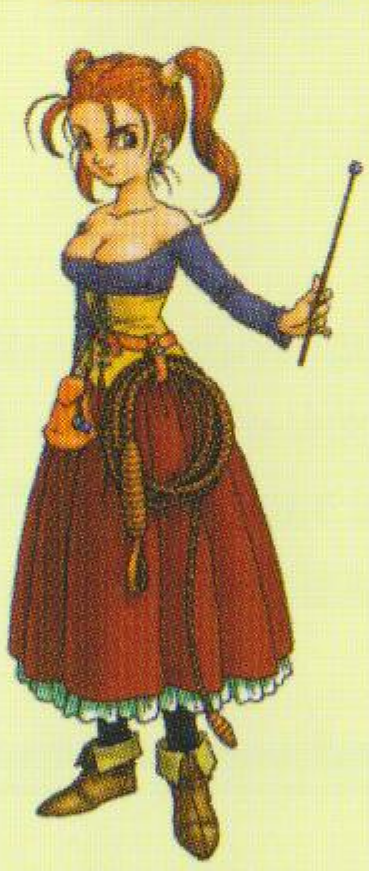
CLUB SKILL: Increases Yangus's attack power when a club is equipped, and allows him to learn club techniques.

SCYTHE SKILL: Increases Yangus's attack power when a scythe is equipped, and allows him to master scythe-based techniques.

FISTICUFFS SKILL: Increases Yangus's attack power when fighting barehanded, and allows him to learn unarmed combat techniques.

HUMANITY: Allows Yangus to master a variety of spells and abilities that will assist his friends in times of need.

JESSICA



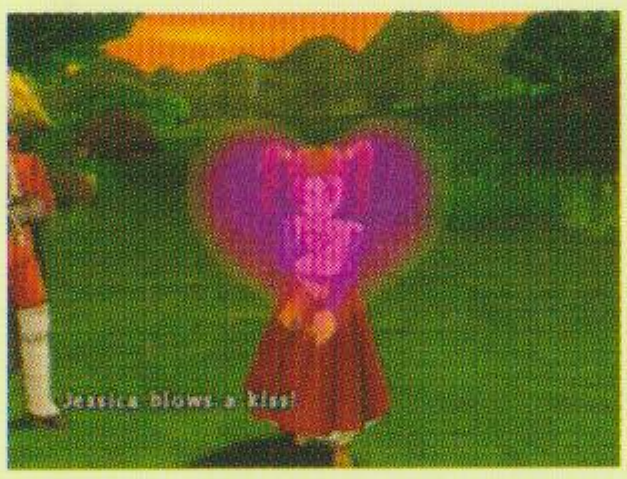
KNIFE SKILL: Increases Jessica's attack power when a knife is equipped, and allows her to master short-bladed weapon techniques.

WHIP SKILL: Increases Jessica's attack power when she uses whips, and allows her to learn whip-based techniques.

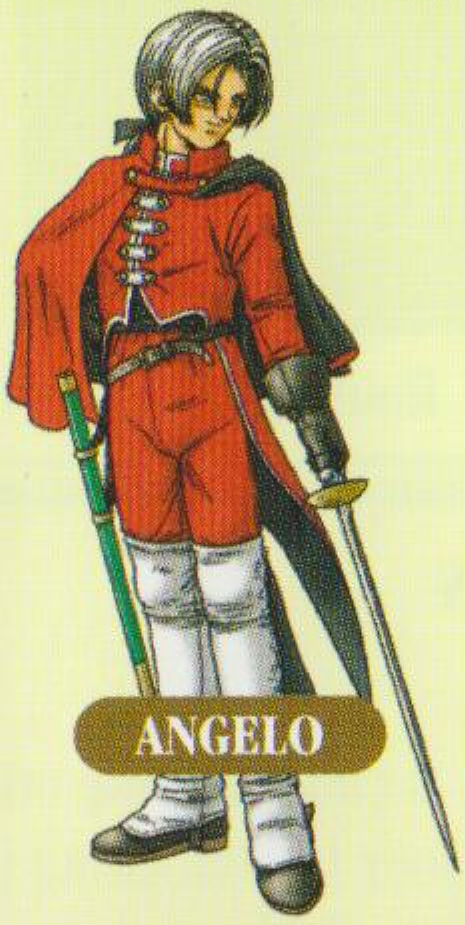
STAFF SKILL: Increases Jessica's MP and allows her to learn a wide variety of new spells.

FISTICUFFS SKILL: Increases Jessica's attack power when she fights barehanded, and allows her to learn unarmed combat techniques.

SEX APPEAL: Jessica's skill at using her feminine wiles to charm enemies into submission.



Jessica blows a kiss!



ANGELO

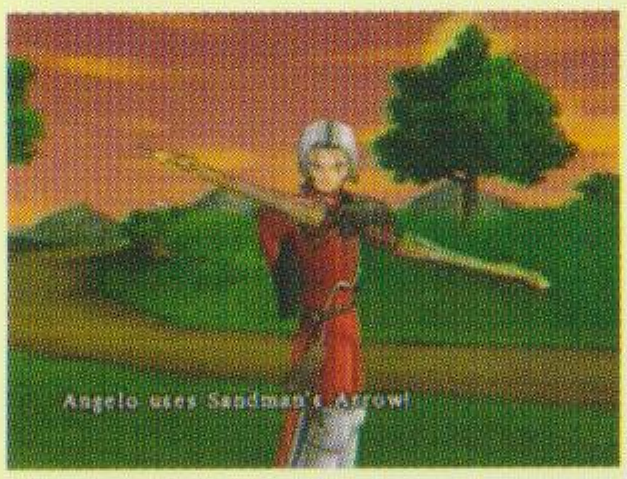
SWORD SKILL: Increases Angelo's attack power when a sword is equipped, and allows him to learn various sword techniques.

BOW SKILL: Increases Angelo's attack power when a bow is equipped, and allows him to master bow and arrow techniques.

STAFF SKILL: Allows Angelo to max out his MP and learn a variety of restorative and defensive spells.

FISTICUFFS SKILL: Increases Angelo's attack power when he fights barehanded, and allows him to learn unarmed combat techniques.

CHARISMA: A skill that allows Angelo to affect monsters' souls.

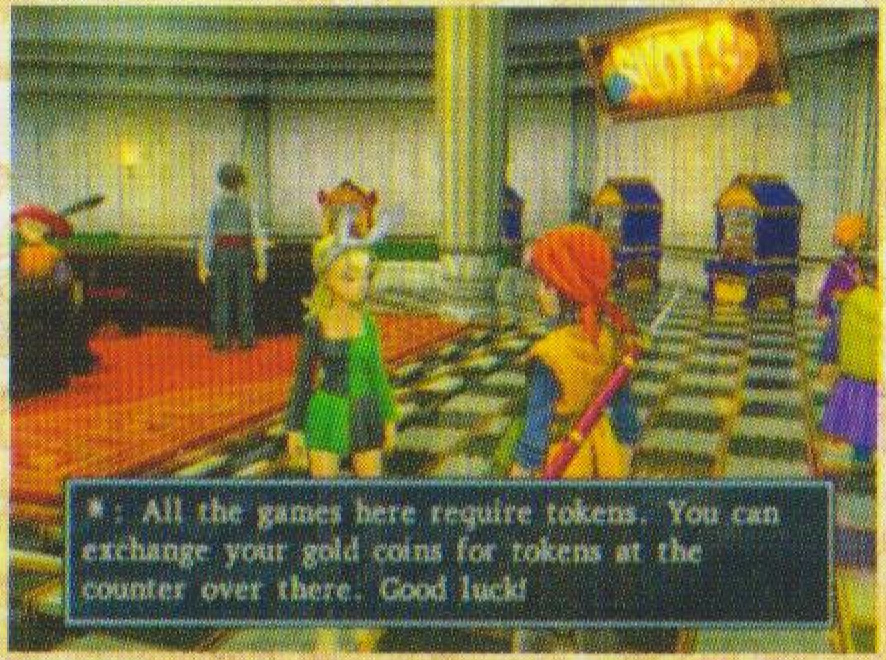


Angelo uses Sandman's Arrow!

These aren't the only unique features in DRAGON QUEST: The Journey of the Cursed King. Look out for more as your adventure continues!

FUN AND GAMES

The world of DRAGON QUEST: The Journey of the Cursed King is full of fun places to visit and things to do. Feel free to take a break from your travels once in a while!



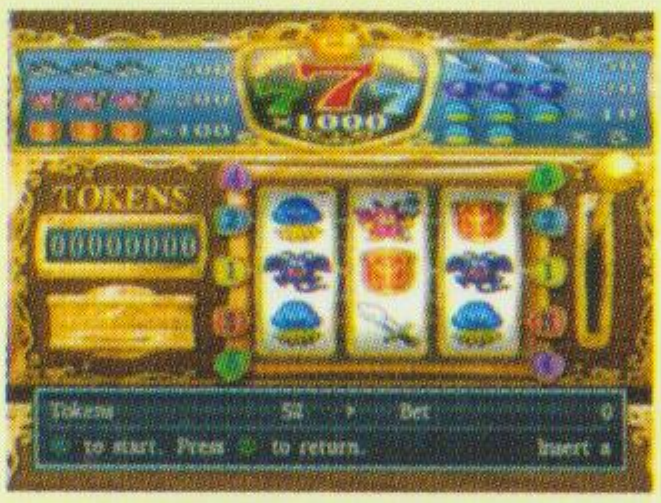
*: All the games here require tokens. You can exchange your gold coins for tokens at the counter over there. Good luck!

CASINOS

FLIRT WITH LADY LUCK!

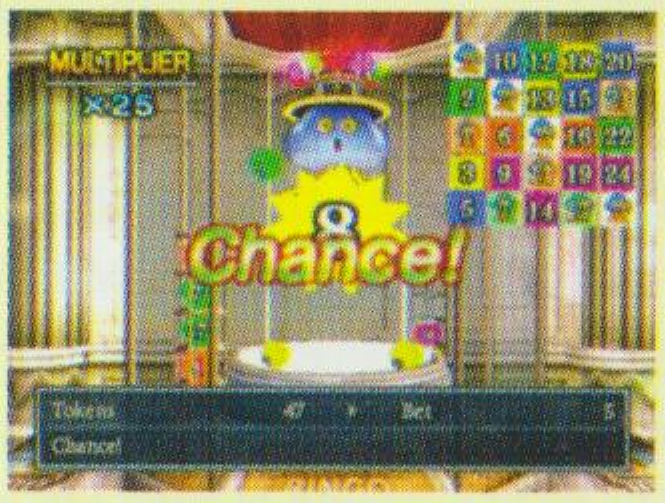
At casinos, you can exchange your gold coins for tokens that are used to play one of three games of chance. The tokens you win can be traded in for a variety of thrilling prizes, some of which can only be obtained in casinos!

GAMES OF CHANCE



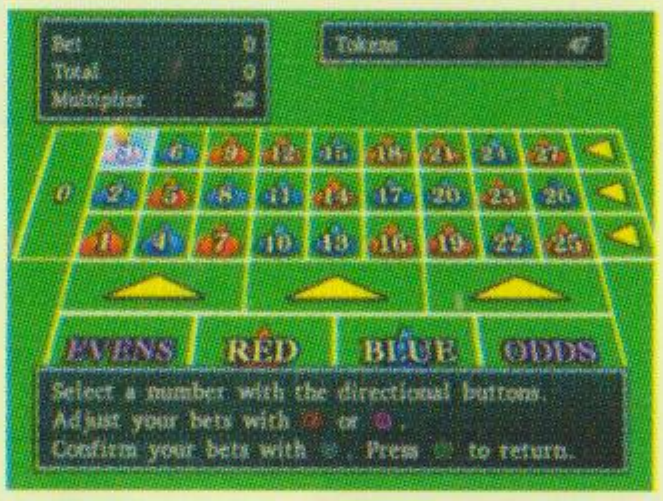
Tokens 52 ▸ Bet 0
to start. Press to return. Insert a

Slot Machines



Tokens 47 ▸ Bet 5
Chance!

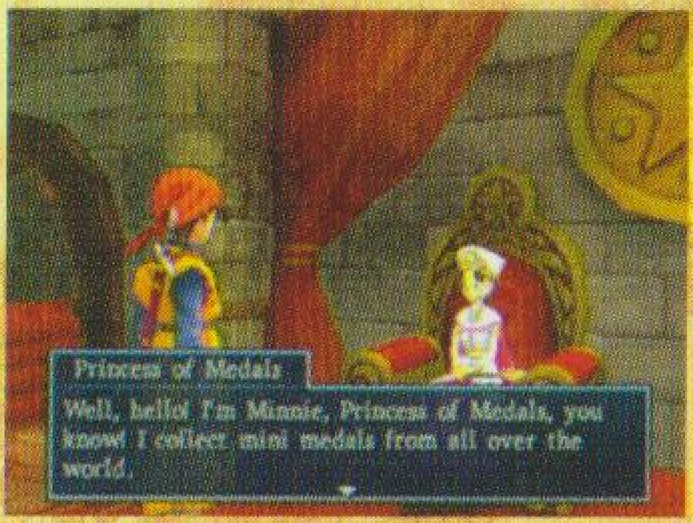
Bingo



Bet 0
Total 0
Multiplier 28
Tokens 47

Select a number with the directional buttons.
Adjust your bets with or .
Confirm your bets with . Press to return.

Roulette



Princess of Medals
Well, hello! I'm Minnie, Princess of Medals, you know! I collect mini medals from all over the world.

MINNIE, PRINCESS OF MEDALS

BRING HER MINI MEDALS!

Somewhere in the world is a princess who is collecting the mini medals that you will inevitably find during your travels. Bring her as many as you can and she'll be sure to reward you accordingly.

...AND THAT'S NOT ALL!

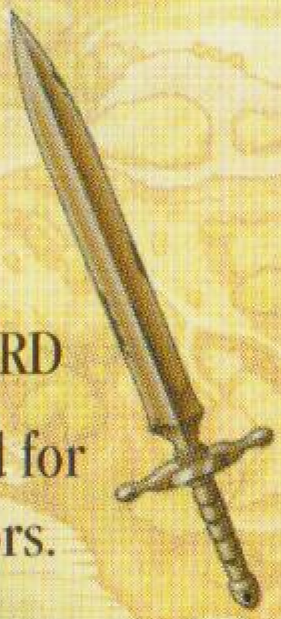
In addition to the casinos and the Princess of Medals, you will find many other fun places to explore. Some may even allow you to obtain special items that will help you on your quest, so be sure to look for them!

USEFUL ITEMS

The world is full of items that will help you during your travels. Seek them out in order to make your quest a little easier!

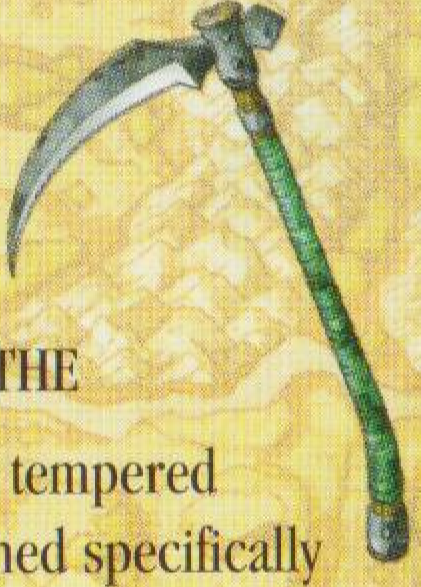
WEAPONS

Unless you're gifted at fighting bare-handed, you'll probably want new and more powerful weapons with which to take on the enemy. They don't just raise your attack; some can even be used as items for special effects that are similar to magic spells.



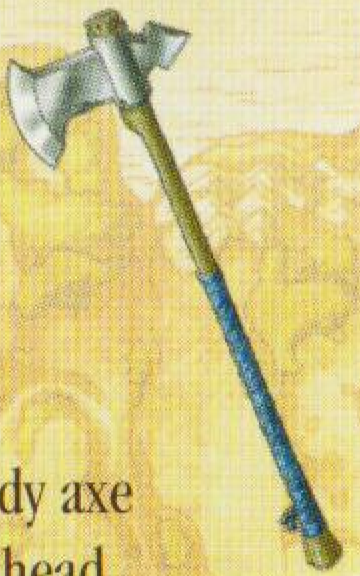
COPPER SWORD

A basic sword for novice warriors.



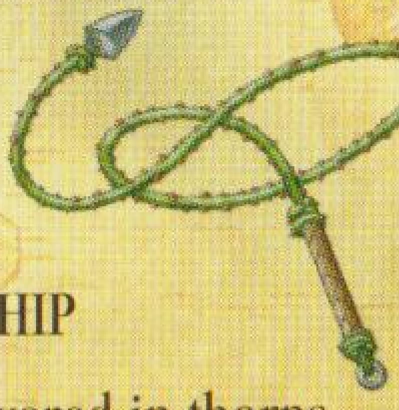
STEEL SCYTHE

A scythe of tempered steel designed specifically for combat.



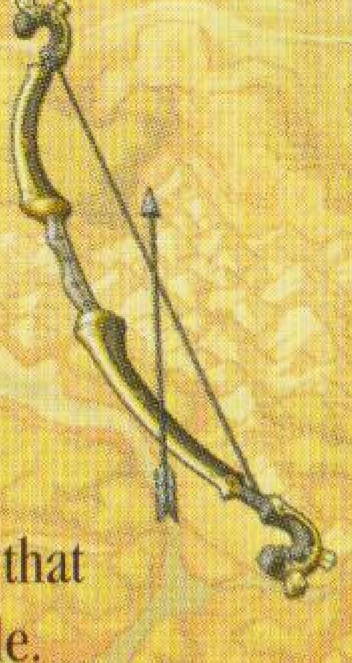
IRON AXE

A thick and sturdy axe with a cast iron head.



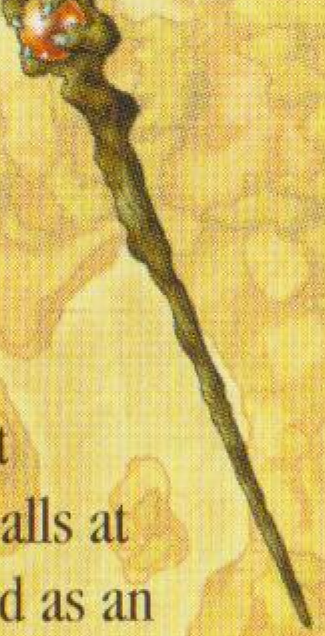
THORN WHIP

A whip covered in thorns. Capable of striking a group of enemies with a single lash.



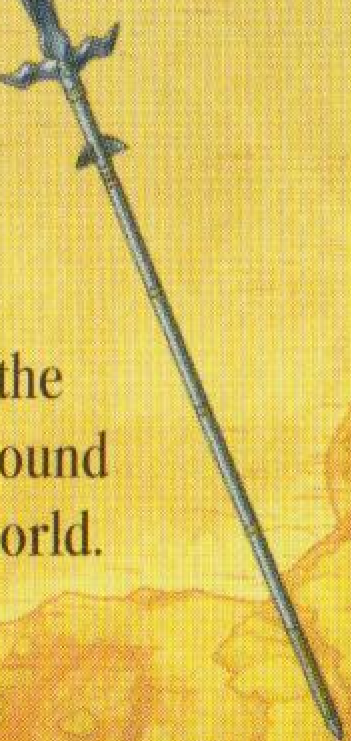
SHORT BOW

A light bow for novice archers that is easy to handle.



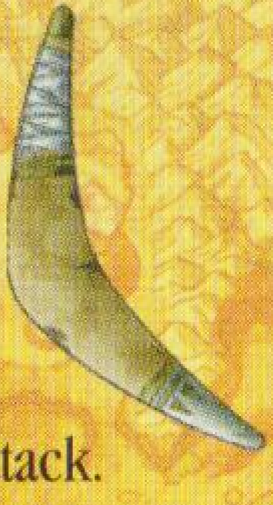
WIZARD'S STAFF

A magical staff that launches tiny fireballs at enemies when used as an item in battle.



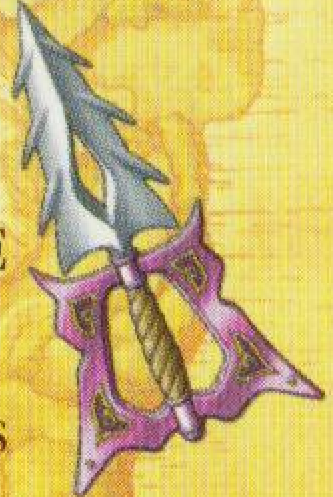
IRON SPEAR

An iron spear of the kind commonly found throughout the world.



BOOMERANG

A throwing weapon capable of hitting all enemies with each attack.



POISON MOTH KNIFE

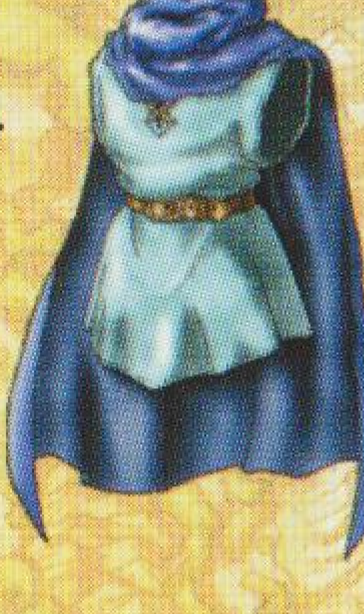
A knife that can paralyse the enemies it cuts.

ARMOUR, SHIELDS AND HELMS

Defensive gear designed to protect your body. Some pieces not only raise your defence, but have other effects, such as amplifying the effect of certain attack spells or reducing the amount of damage received from fire- or ice-based magical attacks.

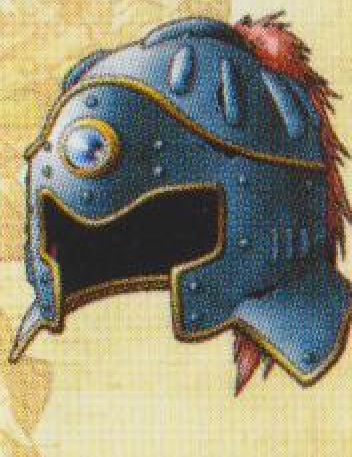
WAYFARER'S CLOTHES

Rugged hempen garments loved by travellers for their sturdiness.



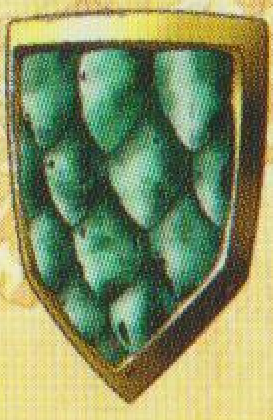
IRON HELMET

A sturdy helmet made of iron.



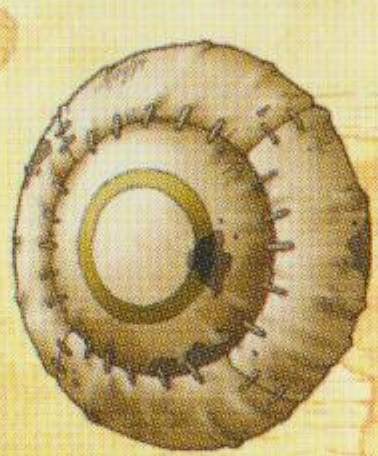
SCALE SHIELD

A shield made from extremely hard scales.



LEATHER SHIELD

A simple shield made of leather stretched over wood.

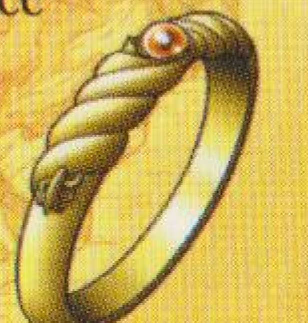


ACCESSORIES

Includes items such as rings and earrings. Some have special effects, such as raising the level of certain attributes.

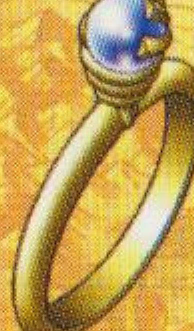
GOLD RING

A gleaming ring that slightly increases the wearer's defence when worn.



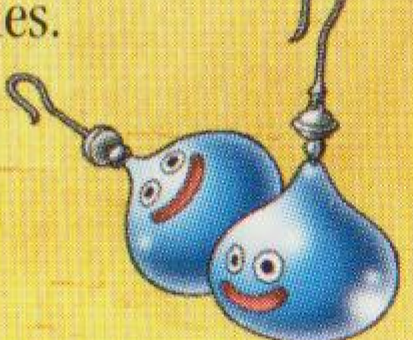
PRAYER RING

A ring that restores some of its owner's MP when used as an item.



SLIME EARRINGS

Cute earrings in the shape of slimes.



ITEMS

The items you find on your travels will prove to be indispensable tools for your quest. They have a variety of effects. Some can recover HP and MP, or restore a poisoned or paralysed character to normal. Most can only be used once.

MEDICINAL HERB

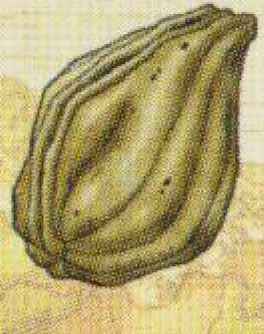
A special herb that helps to heal injuries.

ANTIDOTAL HERB

This herb can cure the effects of poisoning. Make sure to carry some when fighting poisonous monsters!

SEED OF STRENGTH

Permanently increases the strength of a single ally.

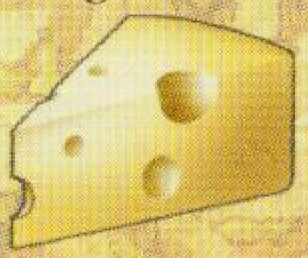


MOONWORT BULB

A herb blessed with the power of the full moon. Cures the entire party of the effects of paralysis.

PLAIN CHEESE

One of Munchie's favourite foods. Feed it to him during battle for a surprise…

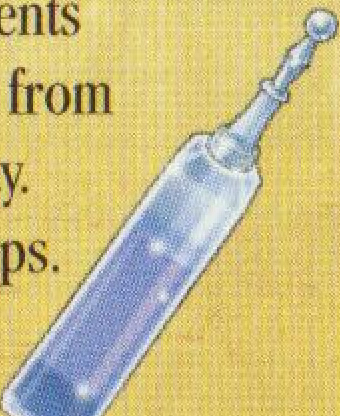


THIEF'S KEY

A useful key that allows even those without thief skills to open locks.

HOLY WATER

Temporarily prevents weaker monsters from attacking the party. Useful on long trips.



YGGDRASIL LEAF

A mystical leaf that resurrects a single fallen ally.

CHIMAERA WING

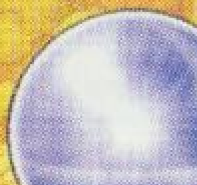
Allows your party to warp instantly to any town or place of note that you have previously visited.

IMPORTANT ITEMS

These are items that have some specific purpose during your quest. You can't sell or discard them.

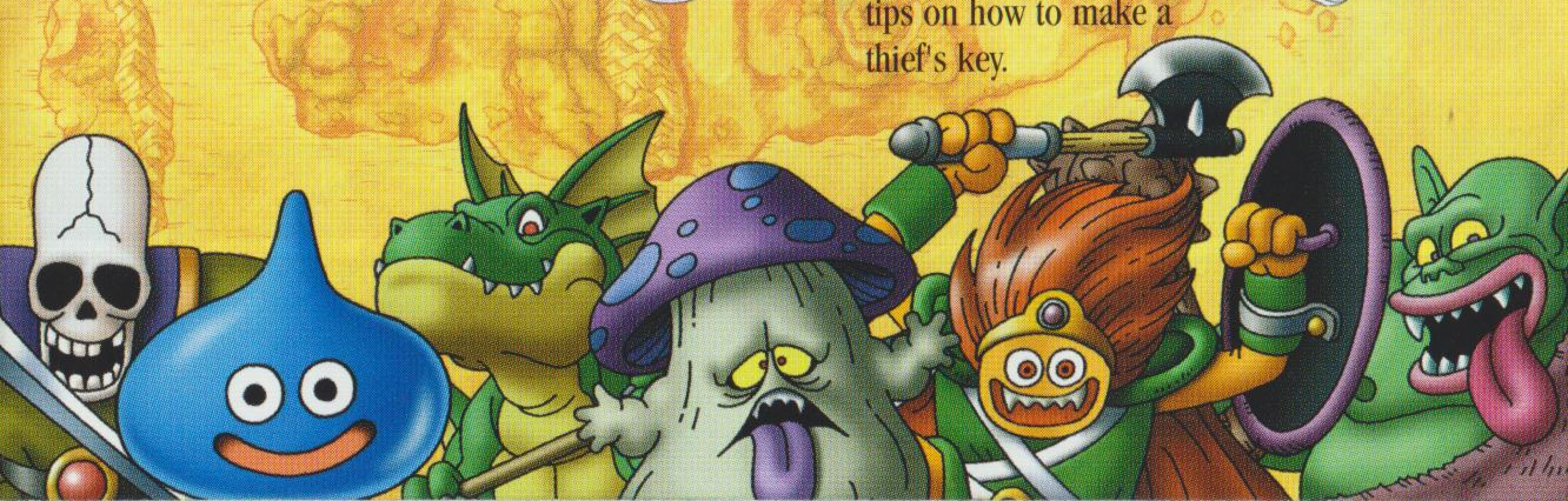
CRYSTAL BALL

A fortune-teller's crystal ball.



THIEF'S KEY RECIPE

A suspicious-looking document that contains tips on how to make a thief's key.



SPELLS AND ABILITIES

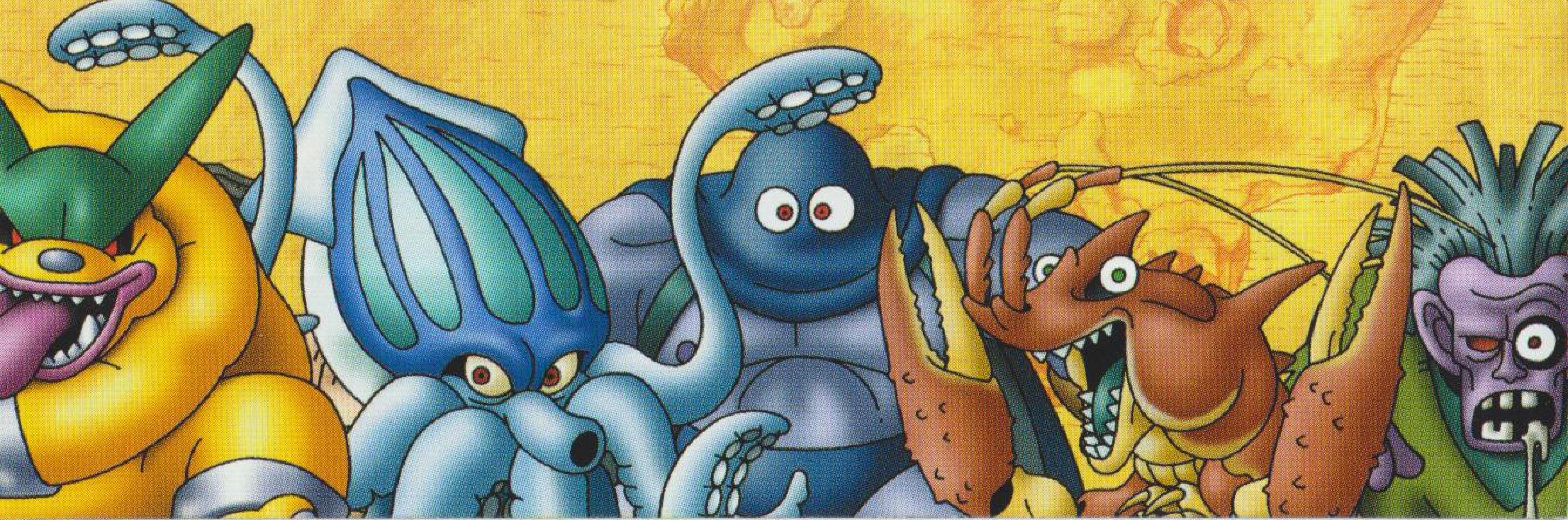
There's a whole range of amazing magic spells and special abilities to learn, all of which can be really helpful to you on your adventure. You'll want to have the party master as many as possible, as quickly as possible!

Jessica casts Kafrizzle!

SPELL TYPES

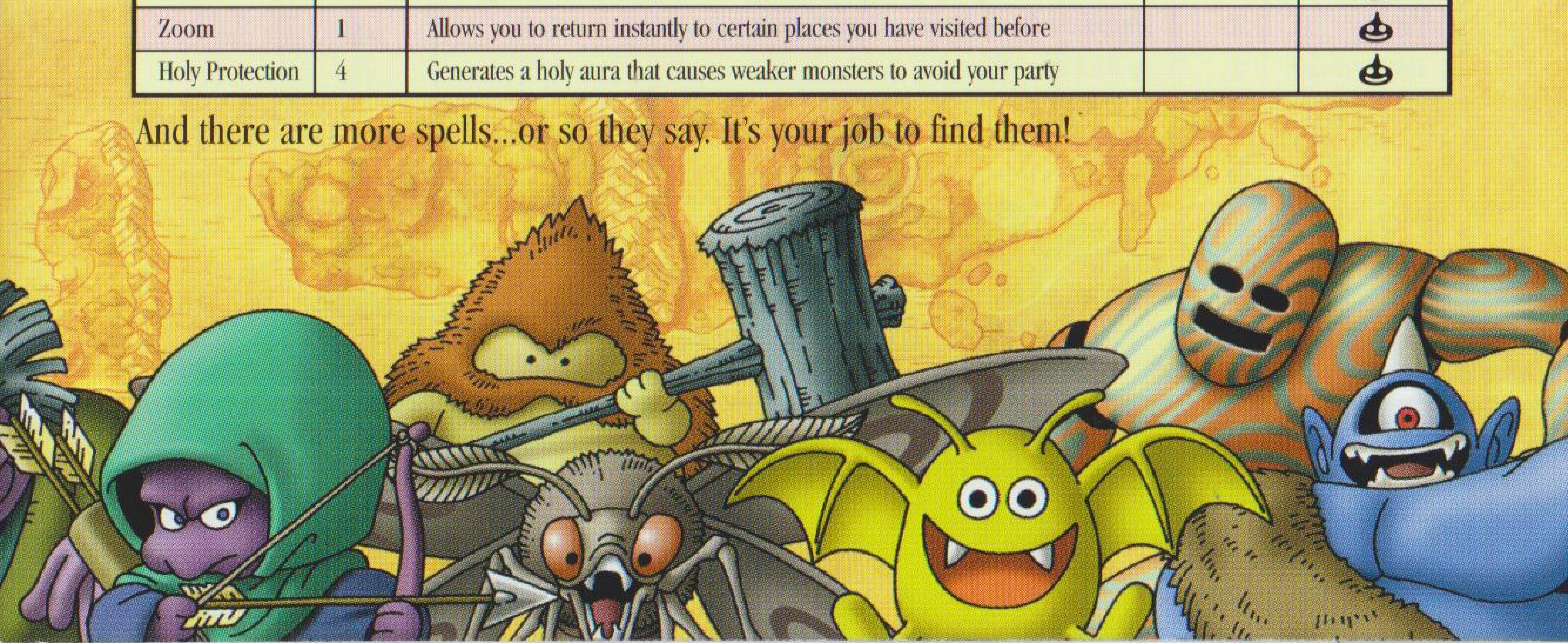
Spells are a way of using some of your magic energy (MP) to attack, heal, defend yourself against monsters, or just move about. You learn new spells when your skill levels or experience increase. But remember, you can only perform a particular spell if you have enough MP for it.

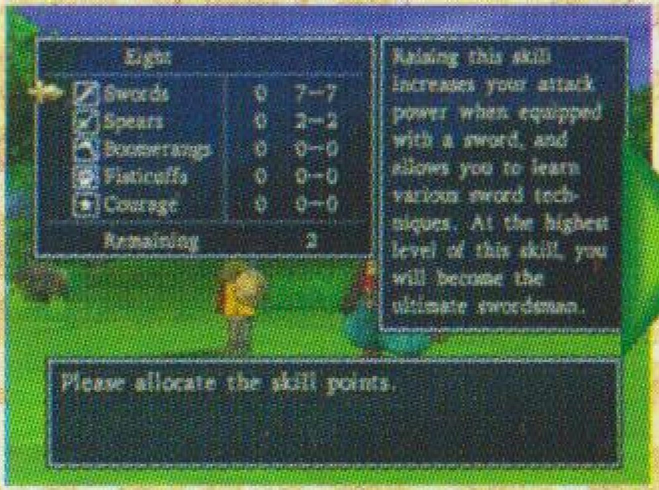
SPELL NAME	MP USED	EFFECT	CAN BE USED...	
			IN BATTLE	ON THE MOVE
ATTACK		Use these spells to inflict damage on your enemies, or wipe them out completely!		
Frizz	2	Singes a single enemy with a small fireball	✓	
Frizzle	4	Burns a single enemy with a large fireball	✓	
Kafrizzle	10	Incinerates a single enemy with an enormous fireball	✓	
Sizz	4	Singes a group of enemies with a blazing fire	✓	
Sizzle	6	Burns a group of enemies with a blazing wall of fire	✓	
Kasizzle	10	Scorches a group of enemies with the blazing flames of the underworld	✓	
Crack	3	Pierces a single enemy with razor-sharp icicles	✓	
Crackle	5	Rips into a group of enemies with sharp icicles	✓	
Kacrackle	12	Skewers all enemies with a hail of sharp icicles	✓	
Woosh	2	Slices through a group of enemies with a small whirlwind	✓	
Swoosh	4	Slices through a group of enemies with a powerful whirlwind	✓	
Kaswoosh	8	Slices through a group of enemies with a ferociously destructive whirlwind	✓	
Bang	5	Damages all enemies with a small explosion	✓	
Boom	8	Engulfs all enemies in a large explosion	✓	
Kaboom	15	Blasts all enemies with an incredibly violent explosion	✓	
Whack	4	A cursed incantation that sends an enemy to the hereafter	✓	
Thwack	7	A cursed incantation that sends a group of enemies to the hereafter	✓	
Kathwack	15	A cursed incantation that sends all enemies to the hereafter	✓	
Zap	8	Calls down lightning upon all enemies	✓	



SPELL NAME	MP USED	EFFECT	CAN BE USED...	
			IN BATTLE	ON THE MOVE
SUPPORT		Use these spells to hinder your enemies, or strengthen your allies.		
Snooze	3	Puts a group of enemies to sleep	●	
Kasnooze	8	Puts a group of enemies into a deep sleep	●	
Fuddle	5	Confuses a group of enemies	●	
Kafuddle	10	Confuses all enemies	●	
Dazzle	5	Envelops a group of enemies in illusions	●	
Fizzle	3	Prevents a group of enemies from using magic	●	
Drain Magic	0	Steals MP from a single enemy	●	
Bounce	4	Forms a protective barrier that reflects enemy spells	●	
Magic Barrier	3	Forms a protective barrier that reduces the effectiveness of foes' offensive spells	●	
Sap	3	Reduces the defence of a single enemy	●	
Kasap	4	Reduces the defence of a group of enemies	●	
Buff	2	Raises the defence of a single party member	●	
Kabuff	3	Raises the defence of all party members	●	
Oomph	6	Increases the attack of a single party member	●	
Acceleratle	3	Raises the agility of all party members	●	
Insulatle	3	Forms a barrier that protects all party members from fire- or ice-based attacks	●	
HEALING		Use these spells to restore the HP of your allies, or cure them of status abnormalities.		
Heal	2	Restores at least 30 HP to a single ally	●	●
Midheal	3	Restores at least 75 HP to a single ally	●	●
Fullheal	6	Restores all HP to a single ally	●	●
Multiheal	10	Restores at least 100 HP to all party members	●	●
Omniheal	36	Restores all HP to all party members	●	●
Zing	8	Resurrects a fallen ally with a 50% success rate	●	●
Kazing	15	Resurrects a fallen ally	●	●
Kerplunk	ALL	Sacrifice your own life to resurrect and fully restore HP of all other party members	●	
Squelch	2	Cures a single ally of the effects of poison	●	●
Tingle	2	Cures all party members of the effects of sleep and paralysis	●	
OTHER		These include spells for transporting yourself and the party, and enchantments to aid monster avoidance.		
Evac	2	Allows you to exit instantly from dungeons, caves, and towers		●
Zoom	1	Allows you to return instantly to certain places you have visited before		●
Holy Protection	4	Generates a holy aura that causes weaker monsters to avoid your party		●

And there are more spells...or so they say. It's your job to find them!



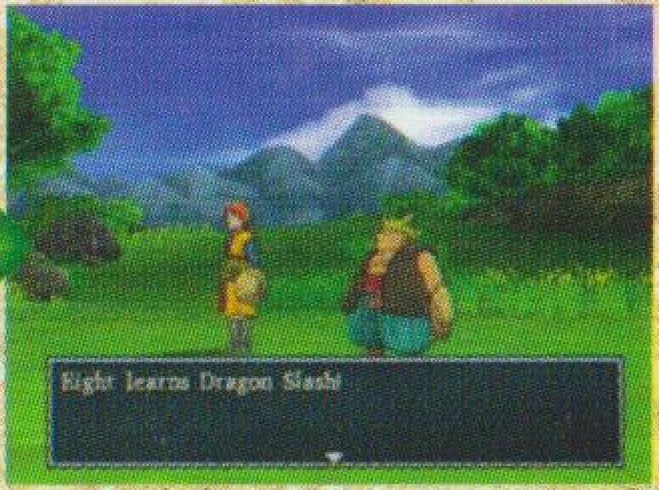


Eight

Swords	0	7–7
Spears	0	2–2
Boomerangs	0	0–0
Fisticuffs	0	0–0
Courage	0	0–0
Remaining		2

Raising this skill increases your attack power when equipped with a sword, and allows you to learn various sword techniques. At the highest level of this skill, you will become the ultimate swordsman.

Please allocate the skill points.

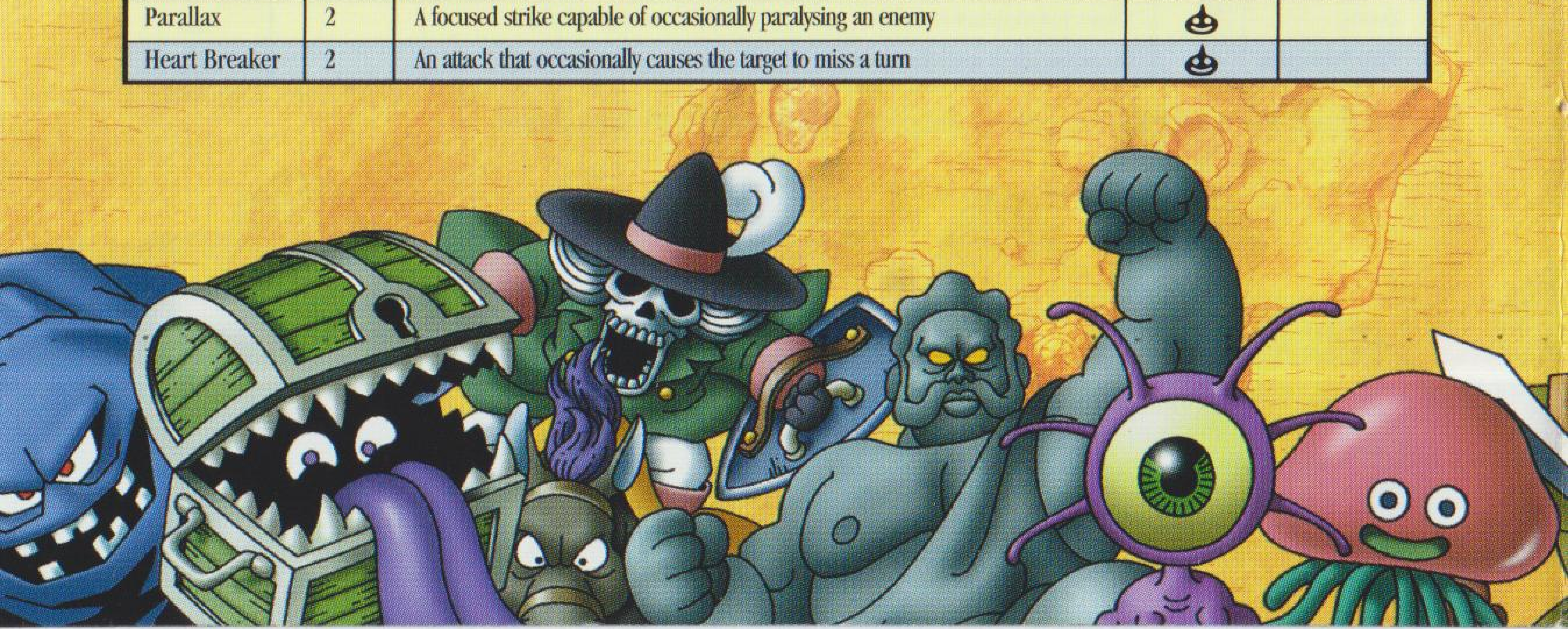


Eight learns Dragon Slash!

ABILITY TYPES

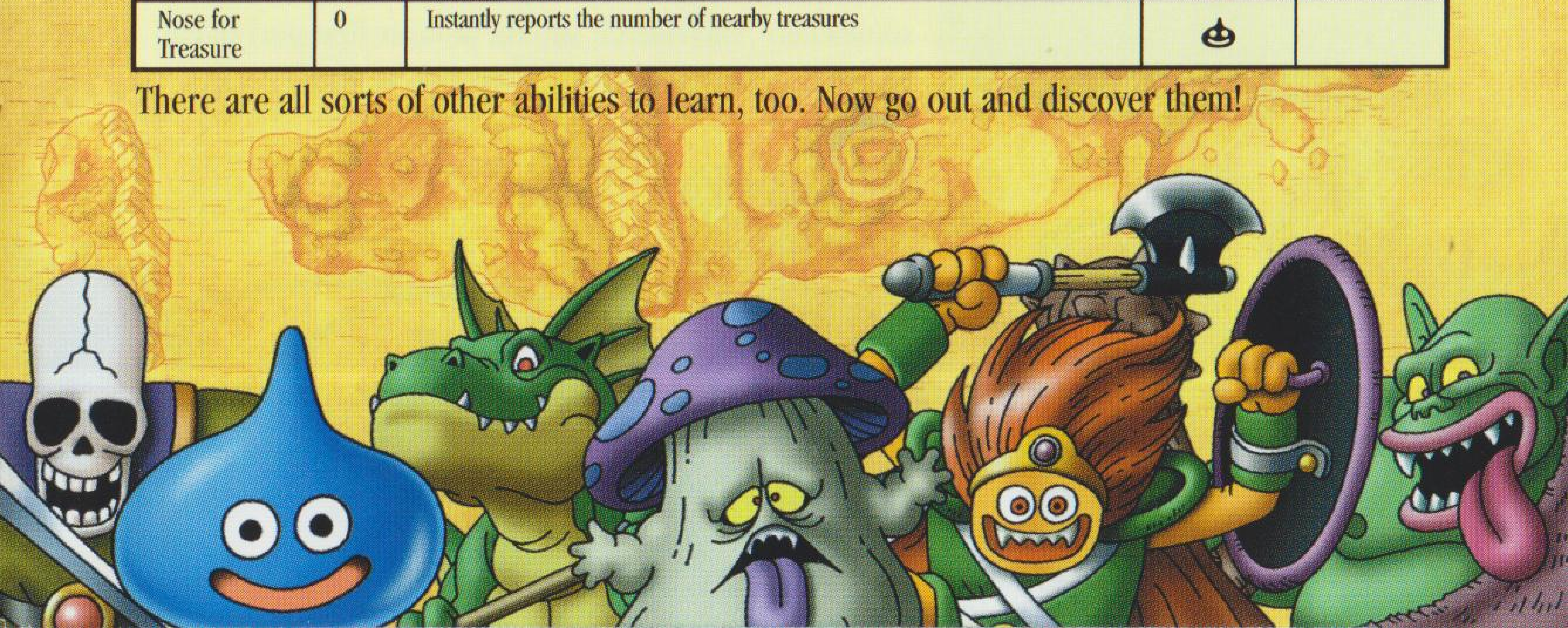
Abilities are special fighting tricks or weaponry techniques that you learn as your skill levels increase. Many abilities don't require any MP expenditure. The abilities you can use vary with your equipped weapon. For example, when you're equipped with a sword, you can use your sword abilities.

ABILITY NAME	MP USED	EFFECT	CAN BE USED... IN BATTLE	ON THE MOVE
ATTACK		Use these abilities to inflict damage on your enemies.		
Dragon Slash	0	An attack that causes heavy damage to dragons	●	
Flame Slash	0	Channels the power of a raging fire into the blade of your sword	●	
Metal Slash	0	An attack that can damage enemies with metal bodies	●	
Miracle Slash	4	A secret sword technique that heals your own wounds each time you strike a foe	●	
Mercurial Thrust	0	A lightning-fast thrust	●	
Clean Sweep	0	Drives back a group of enemies with a sweep of the spear	●	
Thunder Thrust	3	Difficult to perform, but has a high chance of doing critical damage	●	
Crosscutter Throw	2	Traces an X in the air as it ploughs into the enemy	●	
Power Throw	4	A full-force throw that damages all enemies equally	●	
Starburst Throw	8	Bathes all enemies in a shower of burning light	●	
Stones' Throw	0	Hurls rocks at a single group of enemies	●	
Knuckle Sandwich	2	A powerfully focused and damaging bare-fisted strike	●	
Multifists	0	A vicious four-hit strike targeting a random enemy	●	
Boulder Toss	4	Showers all enemies with enormous boulders	●	
Harvest Moon	6	Pummel all enemies with a chain of cartwheels and backflips	●	
Helm Splitter	0	A skull-splitting smash that lowers an opponent's defence as it inflicts damage	●	
Hatchet Man	3	An unpredictable attack that can slay an enemy with a single blow...if it connects	●	
Axes of Evil	0	Generates a vortex from your axe blade that chews into a group of enemies	●	
Parallax	2	A focused strike capable of occasionally paralysing an enemy	●	
Heart Breaker	2	An attack that occasionally causes the target to miss a turn	●	



			CAN BE USED...	
ABILITY NAME	MP USED	EFFECT	IN BATTLE	ON THE MOVE
ATTACK		Use these abilities to inflict damage on your enemies.		
Monster Masher	3	A powerful smash that works wonders on monsters of the material family	●	
Steal Sickle	0	Occasionally allows you to steal items from those you slash	●	
Wind Sickles	0	Sends a whirlwind of sickles pirouetting into the enemy	●	
Grim Reaper	3	A swing of Death's scythe that can instantly kill one or more foes in a group	●	
Toxic Dagger	3	A knife-fighting technique that envenomates a single enemy	●	
Assassin's Stab	8	A fearsome technique that fells an opponent instantly by attacking their vital parts	●	
Sudden Death	8	A fatal flash that strikes down an enemy like a bolt out of the blue	●	
Whiplash	4	A paralysing crack of the whip	●	
Twin Dragon Lash	3	A double-strike that lashes a random group of enemies	●	
Lady's Thong	2	A secret whip technique that steals HP as it damages an enemy	●	
Sandman's Arrow	2	A magical arrow capable of putting a single enemy to sleep	●	
Cherub's Arrow	0	A secret bow technique that regenerates your own MP	●	
Needle Shot	1	Capable of felling an enemy instantaneously if a vital area is hit	●	
Blow Kiss	0	A special kiss that can temporarily prevent enemies from attacking	●	
Sexy Beam	3	Focus the power of passion into a beam that sows destruction and confusion	●	
Charming Look	4	A glance so powerfully captivating that it burns all enemies in its path	●	
SUPPORT		Use these abilities for hindering your enemies, or bolstering your own defence.		
Defending Champion	0	A defensive ability that greatly reduces the damage inflicted by physical attacks	●	
Warcry	0	A hideous battle cry that paralyses a group of enemies with fear	●	
Chilling Chuckle	3	A technique capable of reducing the tension of an entire group of enemies by a degree	●	
HEALING		Use these abilities to restore your allies' HP.		
Caduceus	0	A blessing from the heavens that restores a single party member's HP	●	
Hustle Dance	0	Restores at least 70 HP to all party members	●	
OTHER		These abilities involve monsters and treasure chests.		
Padfoot	4	A secret technique for disguising your presence so as to avoid monsters	●	
Whistle	0	Summons monsters with a whistle	●	
Nose for Treasure	0	Instantly reports the number of nearby treasures	●	

There are all sorts of other abilities to learn, too. Now go out and discover them!



SEVEN TIPS FOR ADVENTURERS

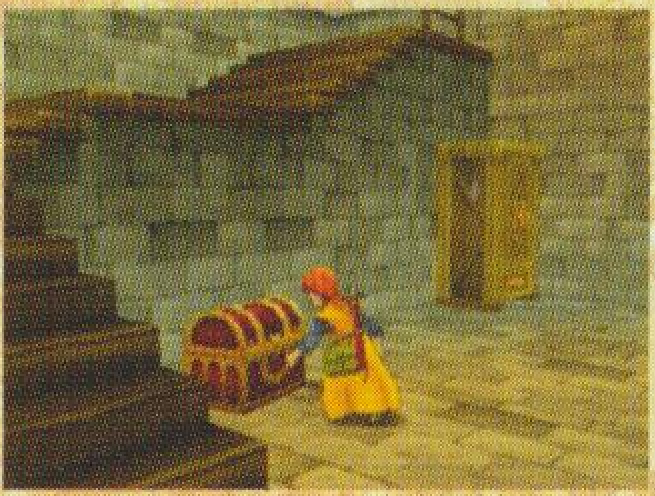
Before you set off into the unknown, here are some handy hints to help you enjoy your adventure.

1. MAKE GOOD USE OF THE ACTION BUTTON (⊗)

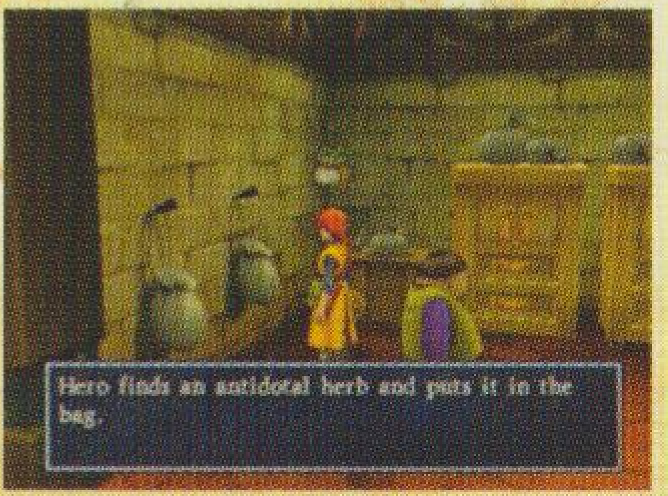
When you want to talk to people or examine things, this is the button to use. Below is a list of everything you can do just by pressing the action button. Learning all of its uses early on will make your life a good deal easier.

THINGS YOU CAN DO WITH THE ACTION BUTTON

- Examine things
- Talk to people
- Lift up or throw barrels and pots
- Open doors
- Climb ropes and ladders
- Jump down wells
- Carry out commands



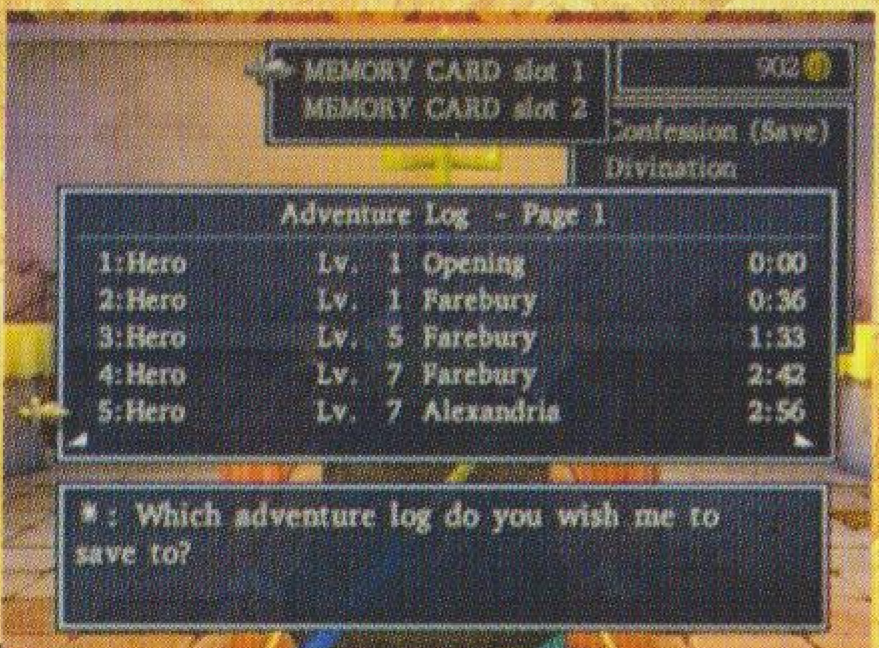
If you've got the right key to open a locked door or treasure chest, it'll be chosen automatically.



Hero finds an antidotal herb and puts it in the bag.

The bags you find hanging on walls can contain useful items, too...

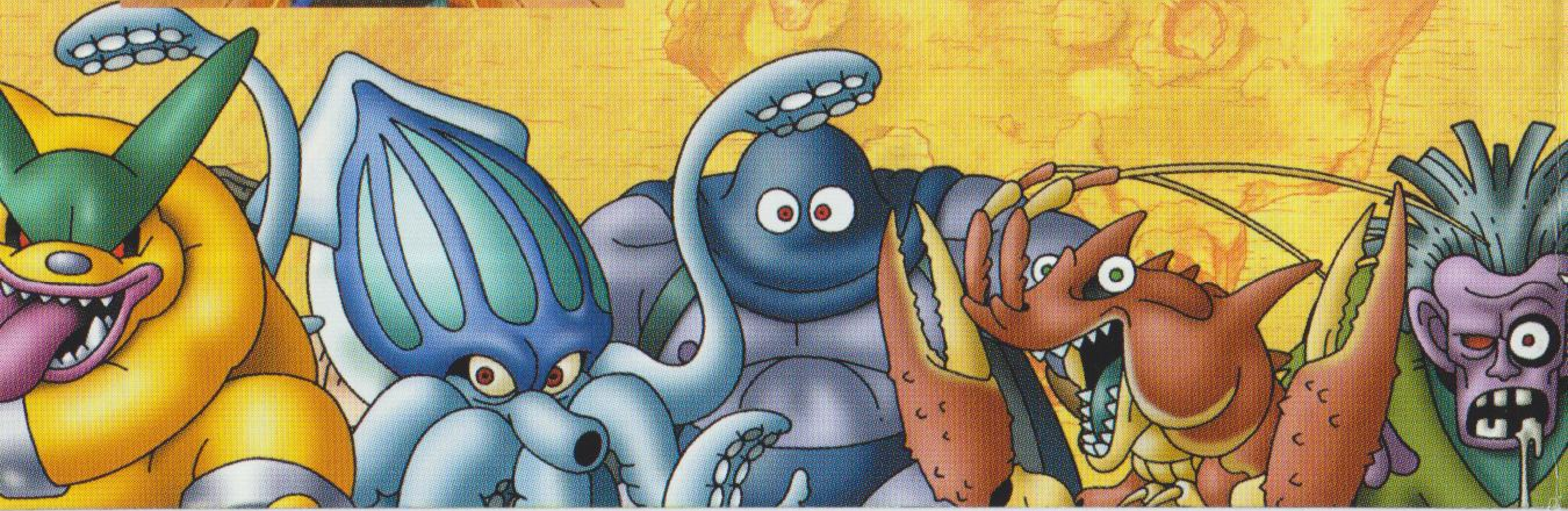
2. RECORD YOUR PROGRESS REGULARLY IN AN ADVENTURE LOG

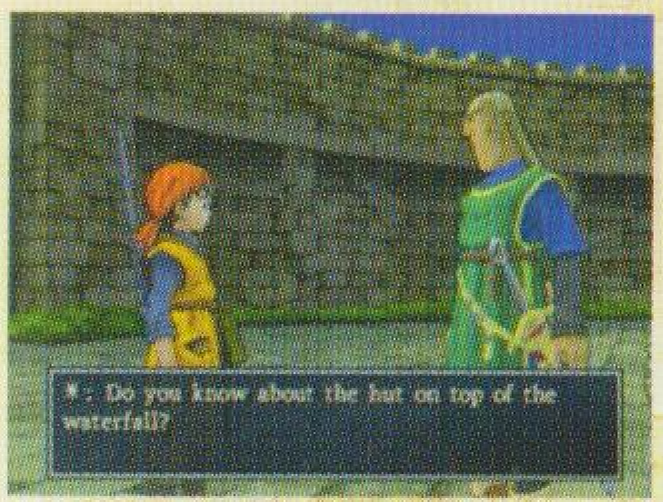


```
Adventure Log  - Page 1
1:Hero        Lv.  1 Opening          0:00
2:Hero        Lv.  1 Farebury         0:36
3:Hero        Lv.  5 Farebury         1:33
4:Hero        Lv.  7 Farebury         2:42
5:Hero        Lv.  7 Alexandria       2:56
```

＊: Which adventure log do you wish me to save to?

Saving your adventure log often is extremely important. If you don't, and your console accidentally gets switched off or you make an irreversible mistake somewhere along the way, you might have to go back and repeat things you've done before. Whenever you're about to set off for a new destination or you arrive in a new town somewhere, the church should be your first port of call to confess everything that's happened to you!

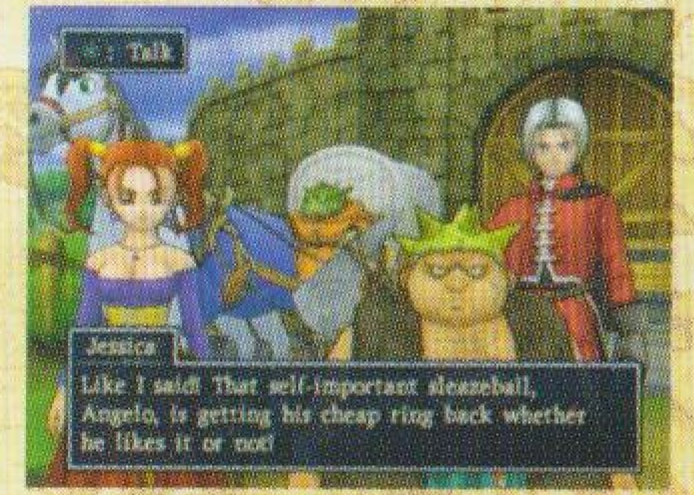




*: Do you know about the hut on top of the waterfall?

3. GATHER INFORMATION FROM PEOPLE AROUND TOWN

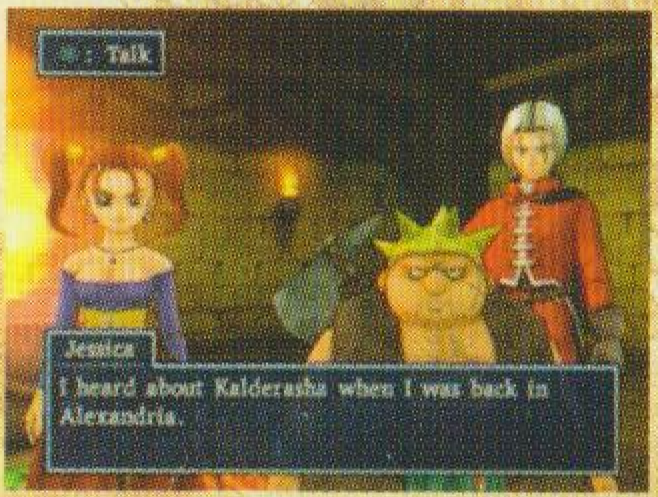
Talking to people and getting information is the key to adventuring. If there's a puzzle you can't solve or you're uncertain what to do next, talk to enough people and you're sure to get a clue about how to proceed. And don't forget that what people tell you during the day may differ from what they reveal at night!



Jessica
Like I said! That self-important sleazeball, Angelo, is getting his cheap ring back whether he likes it or not!

4. TRY ASKING YOUR PARTY MEMBERS FOR ADVICE

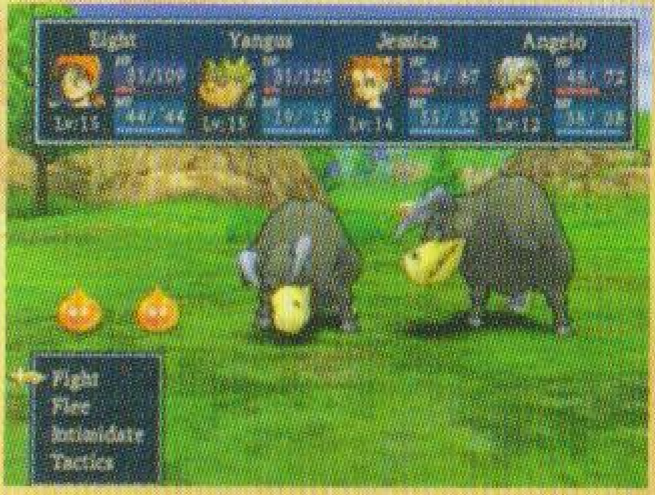
If you press START, you can talk with your fellow party members. It's a good idea to consult them if you ever get stuck. They might surprise you with some useful advice.



Jessica
I heard about Kalderasha when I was back in Alexandria.

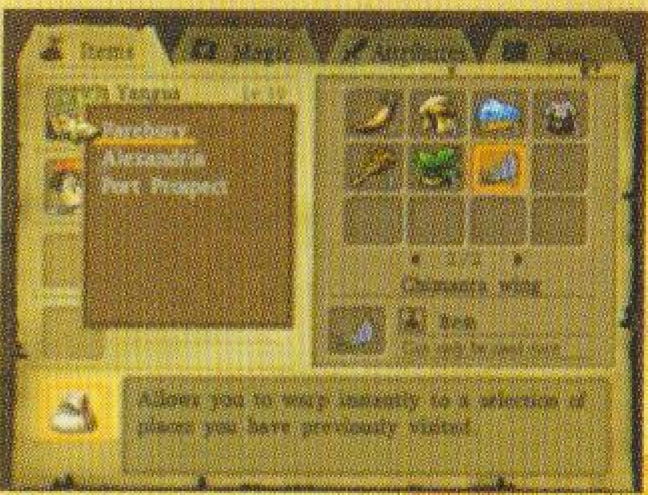
5. YOUR PARTY MEMBERS WILL GUIDE YOU

Whenever you return to your adventure after a break, your fellow party members will be there to remind you what's going on. If you've forgotten what's what, press the START button and listen to what they have to say.



6. WATCH YOUR PARTY MEMBERS' HP

If everyone's HP reaches zero, your party will be wiped out. When deciding what to do next, keep an eye on your HP and make sure you heal yourselves sooner rather than later. If your HP or MP are low, don't try to struggle on. Be wise, go back to town and stay at an inn to recuperate!



Allows you to warp instantly to a selection of places you have previously visited.

7. AT FIRST, KEEP CLOSE TO HOME

When your party members are still at low levels, it's extremely dangerous to stray too far away from civilisation. As your levels increase, you can slacken the reins a bit and go further afield. You may feel more secure if you pack some medicinal herbs for restoring HP, or a chimaera wing for getting back to town in a hurry.

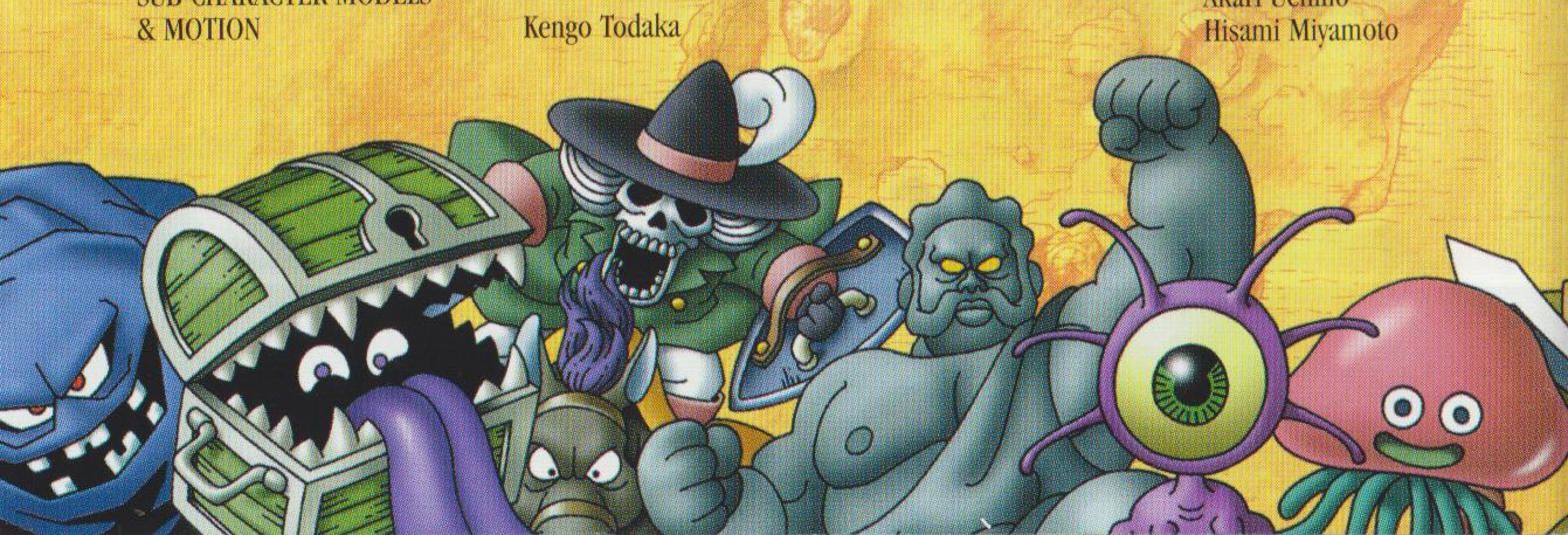
CREDITS

SCENARIO & GAME DESIGN	Yuji Horii
CHARACTER & MONSTER DESIGN	Akira Toriyama
MUSIC COMPOSER	Koichi Sugiyama
DIRECTOR	Akihiro Hino
SCENARIO STAFF	Jin Fujisawa Atsushi Narita Amo Kamimura Shigeki Nakadera

LEVEL-5 INC.

PROGRAMMING DIRECTOR	Yasuhiro Akasaka
3D SYSTEM PROGRAM	Kenji Matsusue
MAIN PROGRAM	Tomohiro Misei Youichi Kawaguchi
BATTLE SYSTEM PROGRAM	Takayuki Kobayashi Koji Chado Mamoru Itagaki
MOTION SYSTEMS & PLUG-INS	Makoto Shikasho
SCENARIO SCRIPT	Masahiro Noda Yoshio Fukushima Tetsu Konno Yukinori Yamaguchi Keiji Noda Naohiro Ikeda Takaharu Takesada Kiyonori Tsutsumi Kazuma Shinkawa
PROGRAMMING SUPPORT	Usuke Kumagai
CHARACTER DIRECTOR	Jun Sonobe
MAIN CHARACTER MODELS & MOTION	Akiyuki Tomita
SUB-CHARACTER DESIGN	Tomokazu Arisaka
SUB-CHARACTER MODELS & MOTION	Kengo Todaka

	Shinya Hayakawa Chie Sasaki Hiroto Jinnouchi Akiko Shigeto Jun Suzuki
EVENT MOTION	Emiko Ikeuchi Takashi Hara
2D GRAPHICS DESIGN	Noriaki Sonoda Miho Tanaka Noriko Maruya Kazuyuki Koga Takahiro Koshio Yukari Fujiki
EVENT MOVIE ARRANGEMENT	Eiji Ishii
MONSTER & EFFECTS DIRECTOR	Ken Motomura
MONSTER MODELS & MOTION	Jun Maeda Takahiro Fujimatsu Takehiro Fujii Tomoe Ueda Yoshiaki Kusuda Hiroshi Niwa Hiroshi Sawano Takayoshi Hirose Kenichi Kurakari Yuuki Kokubu Takeshi Akasaka Mineaki Sugata
EFFECTS DESIGN	Yoshiaki Koya Rika Yamashita Yohei Fujimura Mitsuhito Nakajo
ART DIRECTORS	Takayuki Sameshima Kazunari Matsuo
ORIGINAL BACKGROUNDS	Shinichi Matsumoto Nobuyuki Yanai Kaoru Minami
MAP GRAPHICS	Naoko Mori Miyuki Sumiyoshi Noboru Tsuda Tadahiro Masuya Wataru Shimanouchi Akari Uchino Hisami Miyamoto



	Daisuke Koga Kousuke Uemura Yasuyoshi Sasaki Tatsuya Asano Hidenobu Sasaki Kengo Okabe Yasuhito Tsugimoto Hiroshi Matsuyama Tetsuya Maeda Nahoko Kawabata Satoshi Baba Masako Arakawa Daisuke Simakawa Naotsugu Zushi Yasuhiro Fukuyama

MUSIC

Tokyo Metropolitan Symphony Orchestra

CONDUCTED BY	Koichi Sugiyama
MUSIC PROGRAMMING	Koichi Sugiyama (SUGIYAMA KOBO) Hidenori Miyanaga (TOSE) Ryoue Takagi (TOSE)
SOUND EFFECTS	Dai Yamanaka
SOUND PRODUCTION SUPPORT	Tomohito Nishiura Yumiko Hashizume Takeshi Inou
SPECIAL THANKS FROM LEVEL-5	Takeshi Majima Taku Tanaka Jiro Morinaga Keiji Nagao Koji Hori Noriko Ikeura Tatsuru Nakaza Yukiko Harada Tomoko Hirayabu Asako Fujita
DIALOGUE PRODUCTION	SIDE UK, LTD.
VOICE CASTING	Andy Emery Cheryl Prince
VOICE DIRECTION	Kate Saxon
SOUND ENGINEER	Ant Hales
LEAD ACTORS	Ricky Grover (Yangus) Emma Ferguson (Jessica) Blake Ritson (Angelo) Jon Glover (King Trode) Victoria Shalet (Princess Medea) Josh Cohen (Marcello) Keith Wickham (Dhoulmagus) Brian Bowles (Morrie) Richard Pearce (Prince Charmles) Jessica Martin (Empyrea) Jonathan Keeble (Rhapthorne)
OTHER ACTORS	Kerry Shale Sarah Hadland Cate Debenham Morwenna Banks Simon Greenall Stephen Grief David Holt Eve Karpf Jo Wyatt Jon Voce Jonathan Kydd Peter Dickson Ewan Bailey Emma Tate Robbie Stevens Stephen Critchlow Caroline Bernstein Lewis Macleod Maria Darling Marc Silk Walter Lewis Rob Rackstraw Laurel Lefkoe Rupert Degas Jack Burke

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PROJECT MANAGEMENT DIVISION 4TH UNIT (DRAGON QUEST SERIES)

PUBLIC RELATIONS	Ryoichi Kuramochi
4TH UNIT (DRAGON QUEST SERIES) STAFF	Taichi Inuzuka Takamasa Shiba Hiroshi Sato Mayumi Takita

LOCALISATION DEPARTMENT

LOCALISATION DIRECTOR	Jin Kimura
TRANSLATION DIRECTOR	Richard Mark Honeywood
ENGLISH TRANSLATORS	Will Blatchley (PLUS ALPHA TRANSLATIONS) Clare Saracine (PLUS ALPHA TRANSLATIONS) Matt Alt (ALTJAPAN) Hiroko Yoda (ALTJAPAN)
ENGLISH EDITOR	Morgan Rushton
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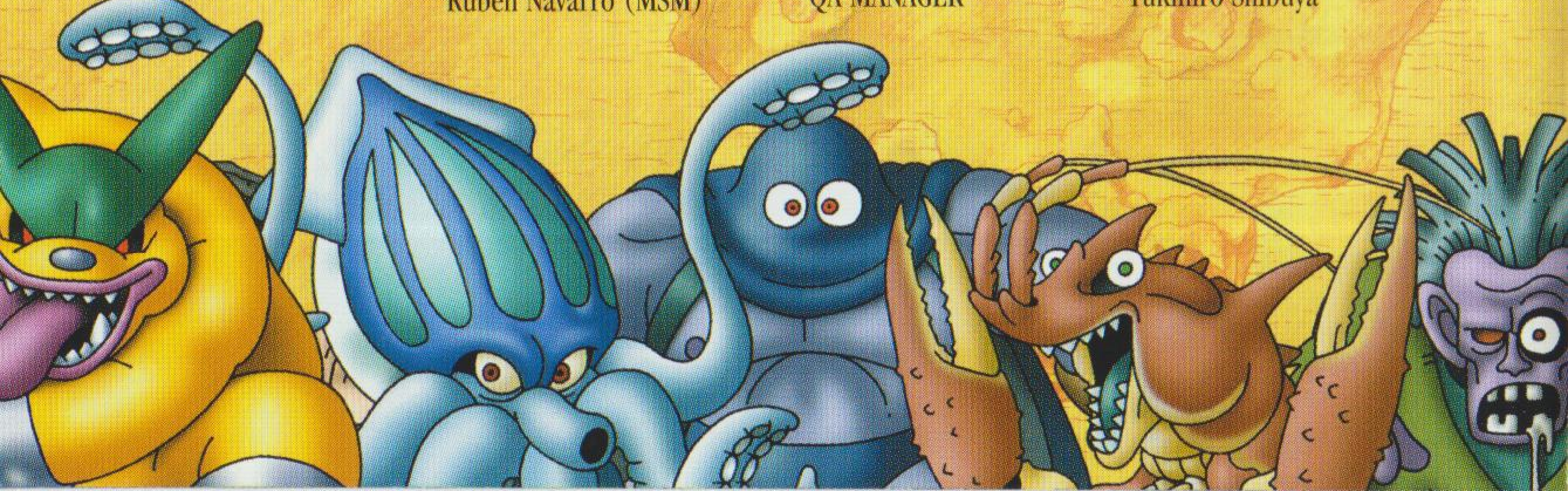
MSM GmbH PROJECT COODINATOR	Dirk Sander (MSM)
LIONBRIDGE PROJECT MANAGER	Claudia Panariello (Lionbridge)
LIONBRIDGE BUSINESS DEVELOPMENT MANAGER	Kim Yuli (Lionbridge)
LOCALISATION ASSISTANTS	Naima Yamamoto Mizue Uda
LOCALISATION GENERAL MANAGER	Masashi Hiramatsu

QUALITY ASSURANCE

QA COORDINATOR	Koji Numata
QA ASSISTANT PLANNER	Mikihiro Hayashi
QA TECHNICAL ENGINEERS	Kazuya Okamoto Hisato Iwatsuki
QA TECHNICAL ASSISTANTS	Yusuke Sadamasa
QA SENIOR TESTERS	Minako Ikeda Akira Morishita
QA TESTERS	Hitomi Fuse Makoto Miyazawa Akitoshi Yukawa Takeyuki Suzuki Yutaka Ogihara Tadanori Inazawa Takeshi Asano Naoko Asazuma Kazuyuki Watanabe Kenichi Yamamoto Satoshi Aida Satoru Matsuo Jyouji Satou Eiji Ide Daisuke Fukuda ...and all other QA staff
QA TECHNICAL DIRECTOR	Hideyuki Kato
QA MANAGER	Yukihiro Shibuya



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QA COORDINATOR (FRENCH TEAM)	Isaak Vié
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QA COORDINATOR (ITALIAN TEAM)	Alessandro Bovenzi Carlo Trevisan
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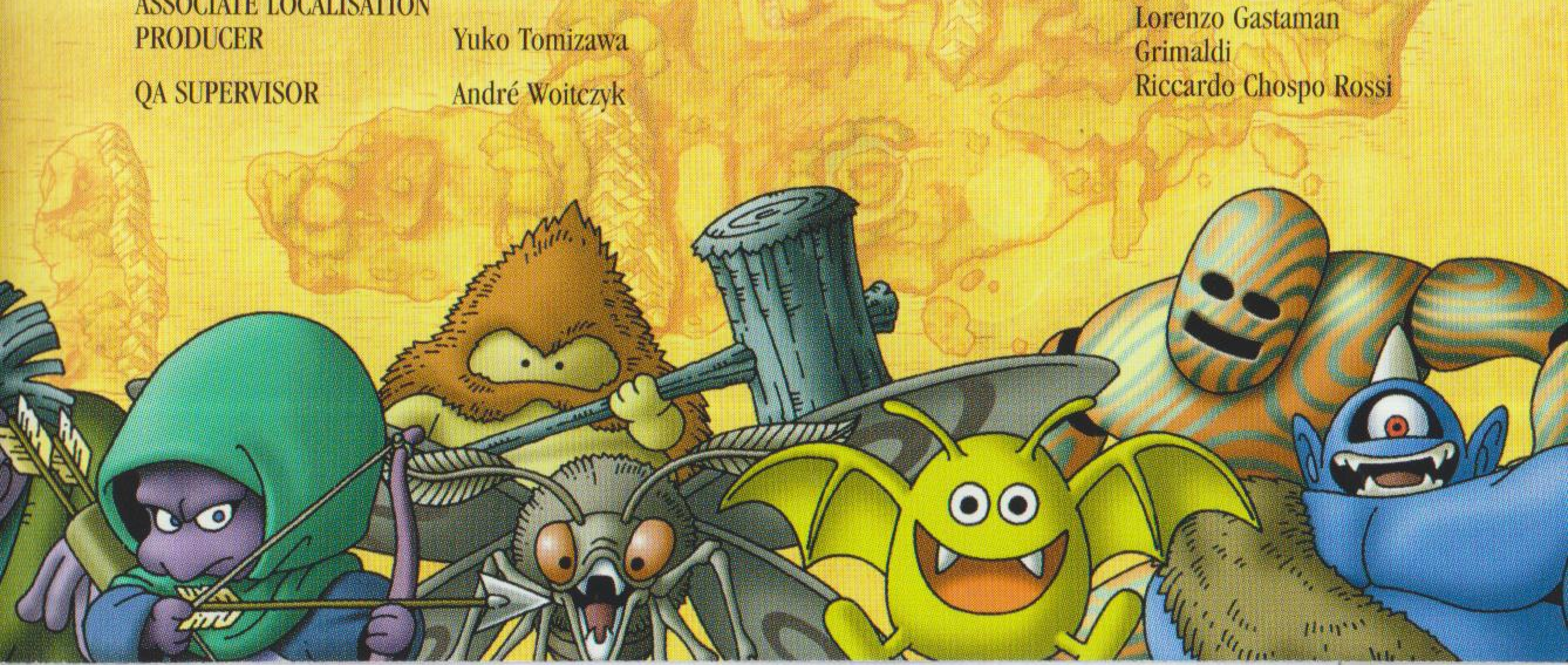
ITALIAN QA TEAM	Dario Zeros de Cesare Rachele Dini Mario Mave Donisi Enrico Ghira Lorenzo Gastaman Grimaldi Riccardo Chospo Rossi



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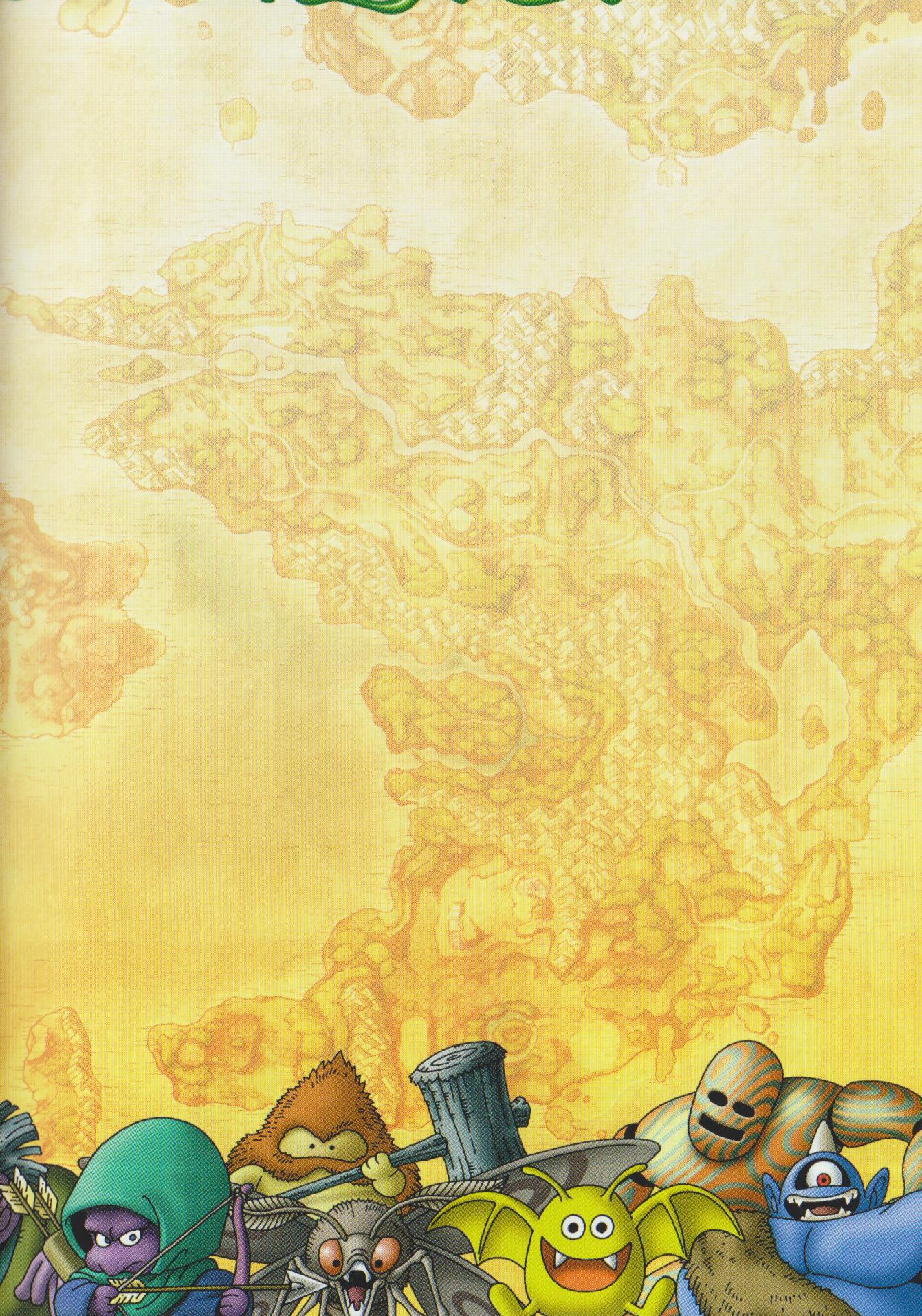

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